Book of Secrets

https://discord.gg/tainted-grail-tts

1

The sharp cries of seagulls drift from above – unlikely music for such a momentous occasion. Regardless, they fill the people crammed tight on the deck of the Prydwen with hope. The birds are reminiscent of those plentiful in the Homelands. If these birds can thrive here, among these strange and colorful mists, maybe the people can as well.

The sand crunches under the prow of the ship as two dozen sailors pull it onto the beach of a quiet cove. A gangplank touches ground. The king steps onto wet sand – a gaunt, solemnly dressed man, his beard speckled with white.

"Let this be our first step of many," he says, too quietly for any historian to take note of his words. He then commands:

"Bring the fleet ashore!"

As King Arthur gives his order, thick clouds of wyrdness on the horizon part for a moment. Knights and highborn gasp, looking upon a giant wall of strange, porous stone in the far distance. The king doesn't raise a brow. He knew they wouldn't be alone on Avalon, but he also knows humans have an ally here, which he has yet to see in person.

As Arthur looks toward Tuathan, something looks back from atop the wall. A flickering apparition, its countless eyes on the palms of its countless hands blinking in and out of existence. Just a moment ago, the creature witnessed the end of this story, one thousand years from now. And now, it's torn. Should it allow this thing to unfold? And if not, can it prevent the true guardians of Avalon from being born?

Knowing each second of a millennium of the bitter struggle to follow, it has no choice but to try.

The End. For now...

15

You progress carefully through the narrow, dark tunnel. Your steps echo loudly in the otherwise absolute silence. You see something furry before you. You ready your weapons, but it doesn't move – emboldened, you step forward. Two small bears huddle together on the cave floor, but not asleep – frozen to death.

Gain 4 Food and the **"Means of Survival"** part 7 status. Exploration ends.

16

You manage to slip into the room missing one wall – it disappeared in the portal. For a moment, you wonder how the construction didn't collapse, but you're more interested in the loot.

If you **don't have** the **"Riches of the Past"** part 7 status, gain 2 non-Companion Items and the **"Riches of the Past"** part 7 status.

Then, gain 3 Wealth. Exploration ends.

18

"We won't tell you what you should do – we don't presume to know. However, there are three paths to take here.

"The first is to return Avalon to the primal wyrdness, as it was before human invasion. The remnants of your humanity are not likely to survive that, or will change beyond recognition.

"The second path is to banish the wyrdness forever, transforming this island in the image of your homeland, though it would require a pristine example of the laws of your reality, since they have long since deteriorated. If you do this, all things born of wyrdness, or connected to it, shall perish.

"The third and final choice is to leave the island unchanged. Perhaps, in time, it will find a new balance – though it will never be a suitable home for humans, or for the former dwellers of Avalon.

"In each case, you must do something about menhirs – in their current state, they only contribute to the slow, cold death of the island. So... do you know what you must do now?"

- **Return Avalon to the primal wyrdness** (this will end your Chapter, you won't be able to change your decision later!) – go to Verse 70.
- **Find the exemplar of the human laws, banish the wyrdness and recreate Avalon in the image of the Homelands** – You can always change your decision later. Go back to Verse 11 in the Mouths of Tuathan Exploration Journal (**262**).
- **Bring balance to the wyrdness and leave the island unchanged** (this will end your Chapter, you won't be able to change your decision later!) – go to Verse 110.

20

The **Remodeled Menhir** Secret card is an Item that allows you to discover Locations outside an Active Menhir's Range. All four share one Action, and have one additional Action unique to each of them. They are explained on the Last Knight Help Card.

Hint: If there is more than 1 Character in play, it would be wise to give at least 1 Remodeled Menhir to each Character.

Exploration ends.

Hint: It seems that the easiest way out is through the Glimmering Forest.

23

You wander across the white plain.

Roll a die. Check your final result:

1 – *You find only snow...* Exploration ends.

2 – go to Verse 298.

3+ – go to Verse 90.

24

You enter a circle of ice statues with a stone sculpture of a four-armed monster at their center – a menhir. You feel a strong power emanating from the inside and note that wyrdness avoids touching its surface. Could you somehow harvest this power?

Each Character gains 2 Exp. Gain the **"Mysteries and Visions"** part **4** status, Secret card **24**, and 1 Magic per Character.

Rules: When this Secret card is in play, Menhirs can't be Active. Whenever you encounter a Location with a 1 Seal, put a Menhir on this Location. At the Start of the Day, place 1 marker at the base of each Menhir in play, to a maximum of 4 markers. When you Explore a Location with a Menhir, you have the option to gain the Magic accumulated in its base.

Exploration ends.

26

Two young priestesses enter the room and approach, unmoved by your outlandish looks. They inspect your wounds with concern, closely examining your neck and arms. With Allmother's help, they claim they can heal you. You nod your head, and they perform a strange ritual with the use of fountain water, silver knives, and your blood. The rite doesn't resemble the work of any sane god, but your wounds close – despite the burning accompanying the procedure.

Each Party member discards Secret card **66** and gains 1 . Additionally, if you have the **"Allfather's Blessing"** status, each Party member gains 1 additional .

Exploration ends.

28

You spot a glimpse of gold between branches. You climb the tree that crackles under your weight, threatening to throw you off at any moment. Fortunately, it doesn't, and you manage to find a black ring with golden engravings slipped onto a branch as if it was a finger.

Gain the Secret card **39** and the **"Riches of the Past"** part **3** status. Exploration ends.

30

You're not sure why this four-armed warrior aids you, but its assistance will be undoubtedly welcome.

Gain Secret card **30** and place the Fore-dweller model in Location **235**.

- The Fore-dweller model represents your new ally.
- At the Start of the Day, you may move the Fore-dweller model to an adjacent Location, even if it's not connected with the Direction Key.
- The Location with the Fore-dweller model is never discarded, even if it's not adjacent to a Character model or/and Active Menhir.
- If you are using the Attach New Location Action in a Location with a Fore-dweller model, reduce its Magic cost by 1.
- If you are in a Location with a Fore-dweller model, you can use the **"Speak with it"** Action on the **"Fore-dweller Ally"** Secret card.

Exploration ends.

31

If there are all Characters and **Chapter 13: Part 1** Quest Card is revealed, go to Verse 152.

If you are in Location:

- Location **202** – go to Verse 95.
- Location **205** or **285** – go to Verse 104.
- Location **211** – go to Verse 239.
- Location **213** – go to Verse 169.
- Location **215** – go to Verse 150.
- Location **223** – go to Verse 214.
- Location **226** – go to Verse 226.
- Location **227** – go to Verse 282.
- Location **235** – go to Verse 310.
- Location **237** – go to Verse 250.
- Location **241** – go to Verse 437.
- Location **244** – go to Verse 429.
- Location **246** – go to Verse 78.
- Location **253** – go to Verse 206.
- Location **254** – go to Verse 178.
- Location **263** – go to Verse 107.
- Location **268** – go to Verse 140.
- Location **296** – go to Verse 257.
- Other Location – *The Fore-dweller doesn't have anything to say.* Exploration ends.

32

If you win – *The sergeant gives up and promises his help.* Gain the **"Liberation"** part **4** status; go back to Verse 34.

Else – *The sergeant chases you off, but you're sure he won't mention this blackmail attempt.* Each Party member loses 2 Rep. Exploration ends.

34

You stroll through the labyrinth of corridors, wondering what you can do to rescue Lancelot.

- **Convince waste collectors to cooperate** (only if you don't have the **"Liberation"** part **1** status; pay 6 Rep) – go to Verse 105.
- **Blackmail the military sergeant** (requires Secret card **9**) – go to Verse 139.
- **Make friends with the guards** (only if you don't have the **"Liberation"** part **2** status and have at least 3 ; pay 3) – go to Verse 77.
- **Prepare an effective escape plan** (only if you don't have the **"Liberation"** part **3** status and have at least 3 ; pay 3) – go to Verse 307.
- **Execute your plan** (requires the consent of all players and at least 2 parts (1 Character), 3 parts (2 players), 4 parts (3 players), or 5 parts (4 Characters) of the **"Liberation"** status; this will end your Chapter) – go to Verse 209.
- **Leave** – Exploration ends.

45

The chamber is magnificent! Vividly colored tiles adorn the high ceiling. Weapons lie on a splendorous altar – no doubt old burial gifts. A huge coffin occupies the center of the room – empty, except for pieces of discarded heavy armor. Murals and paintings depict knights, battles, and the Allmother's priestesses. You notice long scratches on the back of the sarcophagus, seemingly etched there in different eras.

If you **don't have** the **"Lost Treasures"** part **8**, you may rob this place – go to Verse 101. Otherwise (or if you want to leave this place untouched), each Party member loses 2 ; go to Verse 301.

46

You listen to the rustling leaves. You watch the plants shifting slowly towards the sun. You find places visited by predators. You're impressed by the forest's glory and calmness that seems to radiate from one direction.

If you **don't have** the **"Secrets of the Forest"** part **3** status, each Party member gains 1 Exp; gain the **"Secrets of the Forest"** part **3** status. Exploration ends.

51

As you enter the cage, your surroundings suddenly change. You now stand beside a cage of wicker and steel, filled with bleeding men and women. Knights wielding spears and axes force more people into this structure. Panic rises as the guards bar the exit and approach with burning torches. Only five prisoners stay calm and gesture for you to come closer.

"The druids are no more – no one protects the natural order," they say, their faint voices difficult to discern through the tumult. "Winter protected humanity from wyrdness, and prevented anything from truly dying, but it also broke the cycle of nature. You must travel to Moonring and restore it, so its power can oppose the winter's harsh grasp."

They say something more, and your mind overflows with strange incantations, formulas, and images. Then, you wake near the cage, covered in fresh snow.

If you **don't have** the **"Missions"** part **3** status, each party member gains 1 Exp; gain the **"Missions"** part **3** status.

New Task: Go to Moonring and restore it to its former glory.

Exploration ends.

55

You place hexes around the trapped hoof and activate them simultaneously. The frozen earth cracks, and the horse can now move its leg. You feel its warm gratitude in your heart.

Gain the **"Chalk Horse"** part **2** status. Exploration ends.

56

Fortunately, the only guard watches the gate, and the priests pay you no mind. It may appear you roam the corridors without purpose, but each turn and path leads you closer to the heart of this sanctum. Soon, you enter a modest chamber with a pedestal at its center and a radiant vessel atop it. An aura radiates from it, so imposing you almost feel compelled to kneel. This must be the artifact described by that strange, old man. Despite your mounting anxiety, you take the warm goblet – and nothing happens. No god strikes you down. Your hands do not burn. The moment you touch it, the cup becomes real – almost mundane. You exit the temple with your new prize, ignored by the guard at the gate.

Each Party member gains 1 . Gain the Secret card **1**. Discard the Active Quest Pile. Find and resolve the **Chapter 12: Part 3** Event card. Exploration ends.

57

Someone drags you in chains through the windswept island. At first, your slave driver appears human, but the wyrdness soon strips them of this pretense. Your travel ends in underground caves, where you're forced to live like animals. From time to time, monsters with broad ears and sharp canines take one of you to their feast – as a main dish.

Each Character who has this Dream or Nightmare loses 2 and gains 4 .

58

You find the remains of something resembling a settlement in one of the holes. Forlorn, shattered buckets lie near the frozen stream, and tattered tents huddle against curved walls. Dried-up, rime-covered lichen covers every surface. You search through the ancient camp and find some useful equipment.

Gain the **"Lost Treasures"** part **9** status. Gain 2 Wealth and 1 non-Companion Item. Exploration ends.

59

Tracks left by wyrd-touched animals follow specific paths, while unchanged animals seem to meander.

If you **don't have** the **"Secrets of the Forest"** part **2** status, each Party member gains 1 Exp; gain the **"Secrets of the Forest"** part **2** status. Exploration ends.

60

You emerge from the Colony and look up at the vast sky – you've missed the open air. You decide to take a stroll and meet the Fore-dweller, waiting nearby. It was looking for you, having discovered that someone it knows is imprisoned it the Colony. You confirm its concerns and describe your meeting with Lancelot and the visions that came with it. The Fore-dweller seems agitated. It insists you must rescue the man. Immediately. A chill washes over you as you realize what it means. Could it be the man is indeed a lost knight of legendary Arthur this four-armed creature remembers from some ancient time?

The Fore-dweller cannot assist you in freeing Lancelot. Instead, it will go southeast to disperse the magical storm so you can escape through there later.

Discard Secret card **30** and remove Fore-dweller model from the map.

If you **have** the **"Legacy"** part **7** status, go to Verse 279.

Otherwise, Exploration ends.

61

The Pale Lady looks at the surroundings with contempt. "You've noticed it, haven't you? The sad remnants of my people's great library. Untended for hundreds of years, just a pathetic amalgam of symbols growing into one another like plants in a wild garden. The only thing you can make out of these writings are countless names of my long-dead kin, killed during the war a thousand years ago."

If you **don't have** the **"Dismay"** part **6** status, each Party member gains 1 Exp; gain the **"Dismay"** part **6** status. Exploration ends.

65

You stray on the forested hills, with no clue where to go. The idea of searching the vast wilderness is absurd, but it's the only choice you have.

- **Visit a suspicious site** (requires at least 3 parts of the **"Secrets of the Forest"** status) – go to Verse 143.
- **Explore dark caves** (requires at least 3 or) – go to Verse 80.
- **Shadow some strangely behaving animals** (requires at least 3 or) – go to Verse 59.
- **Find a connection with the forest** (requires at least 3 or) – go to Verse 46.
- **Leave** – Exploration ends.

67

If you fail – lose all Wealth and Magic.

After the Encounter (it doesn't matter if you win or fail), go to Verse 119.

69

You have decided, and there is no turning back now. You must forget about your past and focus on the future.

Each Character gains 1 Exp.

Gain all parts of:

- **"Fallen Wyrdhunters"** status,
- **"Great Deed"** status,
- **"Lost Apprentice"** status,
- **"Needed Supplies"** status,
- **"Past"** status.

CONGRATULATIONS! You've completed your current Chapter! Discard all Event cards, including Active Quests. Then, either Save your game or draw a **Chapter 13** (not **Chapter 11**) Set-up card and follow its instructions to begin the next Chapter!

70

"It's your choice. We won't tell you if it's right – for us, it just is. You need tools capable of sculpting wyrdstone – a man who can craft these tools lived near the towering swords, southeast from here. You must go to the last city of the Fore-dwellers, their shoddy settlement inside Tuathan, and look for information on how to rework menhirs. You can also look employ the help of the Traitor. Your kind calls her the Pale Lady."

Gain the **"Decision"** part **3** status.

If you're playing **Chapter 10**, go to Verse 69.

Otherwise, go to Verse 270.

71

The situation in Forest Sanctuary is tense, and the Colony's leadership is anxious about it. They think Forest Sanctuary might be preparing a raid on their city. There's little chance for that, but the risk is still too high for them. If you want to access the city, you must investigate what's going on in Forest Sanctuary and return to Colony with the information.

If there is a **Special Event A** in the Event Deck, replace it with **Special Event D**.

If the **Chapter 3: Part 3** Quest card is revealed, Exploration ends. Otherwise, discard the Active Quest Pile, then find and resolve the **Chapter 3: Part 3** Event card. Then, Exploration ends.

72

"Some four hundred years ago, I sent heroes to turn this place into a haven for their people. They were just like you – a little lost, but eager to help."

Exploration ends.

76

Many days have passed since you started your journey. Despite your achievement in relighting menhirs, wyrdness and the cold grow stronger, tightening their merciless grip over the island. As if that wasn't enough, Black Drifter still circles Avalon, sapping menhir energy and threatening people who grow wary.

Gain the **"Time"** status and Secret card **42** – remember that it affects all Characters as it has the **"Global"** keyword.

Exploration ends.

77

You spend some time with wardens, drinking strong, tangy drinks and playing dice. Soon, you manage to gain some information about the prison's security and their watch schedule.

Gain the **"Liberation"** part **2** status. Go back to Verse 34.

78

If you **have** the **"Legacy"** part **5** status, go to Verse 72. Otherwise, go to Verse 79.

79

The Pale Lady looks around and straightens up. "I found a group of lost people ages ago and showed them this shelter. They've turned it into quite a comfortable settlement."

Exploration ends.

80

Exploring dark caves isn't pleasant, as they are damp and cold. Luckily, you find an ancient altar covered in lichen. It evokes slightly different imagery than the current Allmother faith, but it must be dedicated to her nevertheless.

If you **don't have** the **"Secrets of the Forest"** part **1** status, each Party member gains 1 Exp; gain the **"Secrets of the Forest"** part **1** status. Exploration ends.

83

Inside the coffin lies a desiccated body dressed in a decayed coat with gold and silver fibulae pinned to it. A small stash of items lies at the corpse's feet. Robbing this dead man doesn't feel right.

Each Party member gains 2 . Gain 5 Wealth, 1 non-Companion Item, and the **"Lost Treasures"** part **6** status. Exploration ends.

85

The Pale Lady seems impatient, but says she's glad you made the right decision. She asks you to give her the artifact.

Go to Verse 165.

88

From your brief investigation, you presume that both camps, the Expedition and the Stayers, have a similar number of followers. During your stay, a dignified woman with a well-maintained sword on her hip – you recognize her as the village elder – asks you to help the group that doesn't want to leave. She thinks this will be better for the villagers.

Go back to Verse 3 in the Forest Sanctuary Exploration Journal (**238**).

Hint: You have gained the required information, and now you can go back to Colony.

90

Choose one:

- **There is something shiny...** – go to Verse 120.
- **You noticed a gray carcass in the snow** (only if you **don't have** the **"Means of Survival"** part **2** status) – go to Verse 430.
- **A white statue looms on the horizon** (only if you **don't have** the **"Mysteries and Visions"** part **3** status) – go to Verse 205.
- **You see steam floating over ice** (only if you **don't have** the **"Lost Treasures"** part **1** status) – go to Verse 155.
- **Follow barely visible tracks** (only if you are in Frozen Desert Location (**201**)) – go to Verse 300.
- **Forget it** – Exploration ends.

91

As you move past gnarled tree trunks into Grovesoul's interior, soil and old leaves fall upon you. You feel strange – you're entering a living creature, but it feels more like you're just in a different part of the forest. There is neither wind nor animals. Instead, you find a tent there with an altar set beside it. An intricate Allmother symbol and a journal bound in red leather lie on its surface.

You start reading. A priestess called Neante has found a place where the Forest of Whispers overlaps with another realm emanating the warmth of bright sun and the pleasant smells of fruits. She described how to find this place. In her last entry, she says she will enter the mysterious realm. You must follow her – this seems like the right direction.

CONGRATULATIONS! You've completed your current Chapter! Discard all Event cards, including Active Quests. Then, either Save your game or draw a **Chapter 12** Setup card and follow its instructions to begin the next Chapter!

92

As soon as you agree, you lose consciousness. After a while, you wake with a peculiar feeling that you have lost a part of yourself. A fat bag of gold lies beside you.

Each Party member gains 2 and loses 2 Exp. Then, each Party member gains 4 Wealth for each Exp they lost. Exploration ends.

95

"A long time ago, a great city stood here – Tintagel. Then, it was forgotten, and a wyrm inhabited its ruins. Soon, it was too big for anyone to challenge, and no one tried to live there ever again. By now, however, the beast should have died beneath its own weight."

Exploration ends.

98

If you win – go to Verse 280.

Otherwise – go to Verse 410.

101

Desecrating this place feels atrocious.

Each Party member gains 3 . Gain the **"Lost Treasures"** part **8** status, 2 **"Weapon"** or **"Shield"** Items and Secret card **5**. Then, go to Verse 301.

104

"These ruined walls," the Fore-dweller says and points toward a castle in the distance, "are proof enough that the wyrdness should be expelled from Avalon for good. It destroys or warps everything close to your heart. Help me repair this island."

Exploration ends.

105

You speak with waste collectors who complain about their horrible work conditions. They didn't choose this job – they were selected for it, and it was worse than a prison sentence. You are the first to hear them out. Your compassion earned you some allies, but people in the Colony now look at you with contempt, as if by speaking with the underclass, you became a part of it.

Gain the **"Liberation"** part **1** status. Go back to Verse 34.

106

The child stands up, revealing its true form – an ugly dwarf flashing his sharp, rotten teeth at you. It invites you to sit by its campfire. To show its goodwill, it leaves its two curved daggers under the cave wall.

The dwarf refers to you as its friends from the past and offers you a deal. If you agree to share your memories with him, he will pay you well.

Each Party member loses 2 Exposure.

- **Accept the dwarf's offer and share your memories with him** – go to Verse 92.
- **Refuse** – *The dwarf nods, takes his equipment and leaves.* Exploration ends.

107

"There was once a library in the caves beneath your feet. After the war with humans, it was forgotten, and untamed wyrdness warped it into this grotesque landscape."

Exploration ends.

108

Her words sprout in your mind with an unusual harshness.

"How could you ask me for anything after all of that? I have helped you countless times, and you thank me with treason? If you only knew – how much I've done, what I've sacrificed to help you, humans. And now you come along to undo all of this? Why should I do anything for you?!"

If you **have** the **"Horrors"** part **1** status, Pale Lady throws you out – each Party member loses 2 ; Exploration ends.

Otherwise, she is angry, but she will listen to you – go to Verse 689.

110

"It's your choice. We won't tell you if it's right – for us, it just is. You need tools capable of carving wyrdstone – a man who could craft these tools lived near the towering swords, southeast from here. You must gain knowledge from the greatest human library – you must descend into Kamelot underground once again to find scrolls about repairing menhirs. Then, you must kill the Black Drifter to prevent it from damaging the statues again."

Gain the **"Decision"** part **2** status.

If you're playing **Chapter 10**, go to Verse 69.

Otherwise, go to Verse 328.

111

You find a strange, golden globe half-covered with black sand. It looks like something not of the human world. Maybe it's a Fore-dweller relic you need? But why has it appeared precisely when you needed it the most? You don't have time to think about it – beggars can't be choosers.

Gain Secret card **44**. Discard all cards from the Quest pile. Find and resolve the **Chapter I: Part 5** Event card. Exploration ends.

112

Billows of wyrdness float between collapsed buildings, altering the reality. Are the stones bending under your weight?

Gain the **"Horrors"** part **2** status.

If you **have** 3 or more , go to Verse 145. Otherwise, go to Verse 246.

113

Drawing a priest into a conversation about the Allmother and dragging him somewhere away from prying eyes is as easy as finding fresh snow on Avalon. Knocking him out and taking his clothes also isn't much of a challenge.

The guard at the gate ignores you as you pass through the gate wearing the stolen robe. Are they really guarding anything here?

Each Party member gains 1 . Go to Verse 56.

114

The corridor leads into a tall cave, where you see a small campfire and a child swathed in thick fur.

Gain the **"Wilderness Encounters"** part **9** status.

If you **have** the **"Legacy"** part **4** status, go to Verse 106. Otherwise, go to Verse 130.

116

The endlessly swirling patterns on the soles of the statue seem to impart some of their erratic movements on the nearby wyrdness, and direct in a way not so different from a menhir – maybe these feet belong to the same statue as the giant head near Tuathan's entrance?

Each Party member gains 2 Magic, 2 , and 1 Exp. Gain the **"Clues"** part **6** status. Exploration ends.

119

You start explaining what you need, but the creature stops you. The priestess told him about your souls, and that you will eventually visit him. Her camp is hidden inside Grovesoul – it was the only place it could last for several ages.

Gain the **"Secrets of the Forest"** part **7** status.

If you **have** the **"Allfather's Blessing"** status, go to Verse 202.

Otherwise, go to Verse 91.

120

You follow the light shining from behind the snowdrift. At the end of this luminescent trail, a strange apparition lies in wait.

Resolve the **"Fir Chills"** purple Encounter (Difficulty 1). Exploration ends.

121

You share a vision of the past, when the traveler helped you escape from your prison in the broch. Then, you flood them with your memories – how you grew and changed since; how you enslaved the western settlement and turned its residents into your worshippers. When the traveler knows all the consequences of their past deed, you offer them a choice of reward: gems, which you know humans always want, or a way to fight the cold by becoming one with it.

Each Party member gains 2 . Gain the **"Horrors"** part **6** status. Choose one:

- **The traveler wants to be stronger than cold** (this will modify the Exposure rules!) – go to Verse 185.
- **The traveler wants shiny stones** – go to Verse 204.
- **The traveler declines your offer** – go to Verse 168.

122

At least it's safe in here. You have time to scavenge for something useful – and you are lucky. You find the belongings of someone who camped here before. You wonder what could have happened to them.

Gain 1 Item, 2 Wealth, and the **"Lost Treasures"** part **5** status. Exploration ends.

Hint: Now, you can rest in the dilapidated cottage.

123

The creature claims that your decisions were mainly just and that you have good souls. It will help you without hesitation.

Go to Verse 119.

125

You've read everything, but there are no more hints about the whereabouts of the priestess. Your only chance is to search the forest and look for any clues.

Go to Verse 171.

126

Your guide is an old woman, once a wandering storyteller, who got tired of this "damned, freezing island." As she leads you, she avoids some areas that look ordinary to you, but according to her may play tricks on your mind and alter memories. She can't tell you why, though.

Gain the **"Secrets of the Forest"** part **6** status. Exploration ends.

130

The child throws off the blankets to reveal its true form – a vile dwarf with a mouth full of sharp, rotten teeth.

Resolve the **"Abhartach"** purple Encounter (Difficulty 3).

If you win (or Enemy Runs Away), go to Verse 149.

Otherwise, you flee and dart out into the freezing weather – each Party member gains 1 Exposure, and Exploration ends.

135

When you the complete the burial rite, something screams inside the tomb. Then, the cry dies out. Whatever just happened, you're content you decided not to open this coffin.

Each Party member loses 2 and gains 2 Exp. Gain the **"Lost Treasures"** part **7** status. Exploration ends.

136

Something grabs you by your arms. You turn to see a ghoulish face staring at you blankly. Blood drips from its mouth and a deep wound in its neck. Silent, blurry figures surround you, looking proud, despite weapons driven into their bodies and entrails hanging from mangled torsos. You lose consciousness, and later wake much farther from the cage.

Each Party member gains 1 Exposure. Exploration ends.

138

If you fail – each Party member loses all Rep and 2 .

Regardless of the result – go to Verse 335 after the Encounter.

139

You arrange a meeting with a sergeant and tell him you know about his child. He tries to intimidate you.

Discard the Secret card **9**. Then, resolve the special **"Angry Sergeant"** blue Encounter in Verse **32**.

140

Pale Lady sticks to the beaten path. "This marsh brims with the blood and souls of my people killed during the war a thousand years ago. They haven't found rest since, as the great cycle of souls is broken, and they are unable to reincarnate."

Exploration ends.

142

A slender woman with an axe tucked into her belt greets you and asks if you could help her and her friends. They want to lead the people into the forest, where there's no wyrdness and the weather is milder, but people are scared. They need proof there's nothing out there that could hurt them. She and her friends, the Expedition as they call themselves, need supplies for their scouts.

Go back to Verse 3 in the Forest Sanctuary Exploration Journal (**238**).

Hint: You have gained the required information, and now you can go back to Colony.

143

If you **have** the **"Secrets of the Forest"** part **7** status, there is nothing here – Exploration ends. Otherwise, read on:

You see that something isn't normal here. The forest before you is darker and denser. Branches twist unnaturally, as if someone wanted to build something with them, but you can't discern what exactly. Then, the whole area in front of you rises with the thunderous sound of cracking wood. It also starts moving – and now, you can see it forms an enormous creature of shrubs, moss, and rocks. It towers almost as tall as a tree, and you feel like an insignificant worm beneath the piercing gaze of its eye of green, shiny stone. It speaks with a thunderous voice, like a boot crushing gravel. "Greetings, humans. Your appearance indicates that Avalon is again in need."

Place a Universal Marker on Location **239** (or **259**) for each of the following:

- **"Chalk Horse"** part **5** status,
- **"Dismay"** part **5** status,
- Secret card **59**,
- **"Friends"** part **1** status,
- **"Missions"** part **9** status.

Then, remove a Universal Marker from Location **239** (or **259**) for each of the following:

- **"Libération"** part **4** status,
- **"Horrors"** part **1** status,
- **"Keeper"** part **2** status,
- **"Murder"** status.

If there are no markers on Location **239** (or **259**), go to Verse 153. Otherwise, go to Verse 123.

144

The Lady waits for you on the second tier of her tower. She looks at you expectantly without saying a word.

- **Tell her you decided to follow her plan** (only if the **Chapter 13: Part 6** Quest Card is revealed) – go to Verse 179.
- **Ask for her help** (only if the **Chapter 13: Part 3** or **4** is revealed) – go to Verse 108.
- **Leave** – Exploration ends.

145

You hear rustling in one of the houses. You peek through riddled shutters and see a monstrosity inside – a wicked creature faintly resembling human, a Warped One. It kneels over a dead fox, biting into its flesh.

- **Escape before it notices you and stay out of this part of town** – Exploration ends.
- **Attack it** – go to Verse 303.
- **Wait** – *But why should you?* Go to Verse 246.

148

One bone pile looks different – like it was made on purpose. You throw some aside and uncover the serene face of a man buried beneath them, like in a grave. The body is frozen, so you can't tell if he died a week or a hundred years ago. You start to cover him again, to let him rest in peace, but you notice a wooden slate on his chest. It describes how to find a hideout free of wyrdness on the snowy desert west of here. You are slowly freezing, and your body won't resist wyrdness much longer, so it's worth a try.

Gain the **"Mysteries and Visions"** part **2** status. Go to Verse 234.

Hint: The notes lead you to the Frozen Desert. Go back and check what you can find.

149

After defeating the dwarf, you rest by its campfire and prepare to leave.

Each Party member loses 1 Exposure and gains 1 . Then, Exploration ends.

150

An oily, gleaming sphere of wyrdness surrounds the Fore-dweller, hissing from time to time. "Silence!" the Fore-dweller responds to your questions. "Can't you see all these wraiths driven mad with pain and hate? They're trying to rip out my soul."

Exploration ends.

151

You wander deep into the woods, farther than ever. You feel an ominous presence, but see no influence of wyrdness. This natural forest surprises you – it's bland and less lush, but also peaceful.

If you **don't have** the **"Gifts"** part **3** status, go to Verse 160. Otherwise, choose one:

- **Delve deeper into the woods** (pay 2 per Party member) – go to Verse 167.
- **Bribe a reluctant guide from the Sanctuary** (pay 3 Wealth per Party member) – go to Verse 126.
- **Leave** – Exploration ends

152

Pale Lady is exhilarated with your return - she worried you got lost between worlds, as many months have passed since your departure. She asks if you have a pristine exemplar of the human laws, and you show her the chalice. Pale Lady extends her hand. "Give it to me," she orders.

- **Give her the artifact** – go to Verse 165.
- **Inquire about other options** (requires at least 1 part of the **"Truth"** status) – go to Verse 208.

153

The beast tells you it despises you. Your decisions and actions brought calamity on the island. Grovesoul will still help you because it realizes only you have the power to change Avalon. But justice must be served beforehand – a punishment for your crimes.

Resolve the special **"Grovesoul Punishment"** blue Encounter in Verse **67**.

154

You read about the founding of the Forest Sanctuary. A handful of people fleeing the wyrdness tried to find shelter under the menhir, but it was too weak to protect them. They encountered a priestess in the woods who told them to drag the menhir deeper into the forest and make their home there. They did as she said. Soon, she left, explaining she must visit a friend. No one has encountered her since then.

If you **have** the **"Legacy"** part **10** status, go to Verse 201. Otherwise, go to Verse 125.

155

Snow melts as it touches a silver box lying in the puddle of half frozen water. You find warm stones inside radiating with magic.

Gain 2 Magic and the **"Lost Treasures"** part **1** status. Exploration ends.

160

Something tall appears from between the trees – it looks human, but with twigs instead of hair, walnuts instead of eyes, and thick knots of dried leaves instead of hands. Despite this, its skin looks like yours, and it wears brown armor. You ready your weapons, but the forest man keeps his hands far from the axe hanging from its belt. Then, you notice a half dozen desiccated heads hanging beside the weapon. The creature speaks: "Do not mind them - these are people who lost bets with me. And I'm not here to gamble. I have a gift for you, but I require something in return. If you don't want it, I won't bother you again."

Gain the **"Gifts"** part **3** status.

- **Offer your possessions** (pay 3 Wealth per Character and discard 1 Item) – go to Verse 173.
- **Offer your wisdom** (pay 1 Exp per Character) – go to Verse 173.
- **Offer a meal** (requires **Dagan**; pay 3 Food) – go to Verse 173.
- **Offer an artifact** (discard Secret card **3**, **38**, or **39**) – go to Verse 173.
- **Tell him you won't give him anything** – go to Verse 186.

162

If you win – go to Verse 170.

Otherwise – go to Verse 337.

165

The Pale Lady takes the chalice from you and looks upon it with fascination. She tells you she wasn't expecting such a powerful artifact, one capable of bending and rewriting entire worlds in its image, dripping with visions of great humans, their triumphs, and their failures.

"I know the one you call Arthur has also seen this cup, a thousand years ago. But he couldn't bring himself to steal it. It's curious that the cup decided to go with you of its own volition..."

She then explains she's going into the Heart of Tuathan, where she will unthread the aura of this item, extracting the laws of your long-dead world that could be replicated in a proper ritual. In the meantime, you must prepare the island for the ceremony. First, you must find tools with which to carve the wyrdstone – a long time ago, the Pale Lady met people near the Forlorn Swords in the south who used wyrdsteel and wyrdstone in their craft. To get there, you must go to the Devastation and head south from there. Then, she shows you the symbols you must carve on menhirs to bind them with the Weeping Watcher, the greatest menhir on Avalon. She wishes you good luck and leaves.

If you **have** Secret card **1**, discard it and gain the **"Decision"** part 1 status.

If you **have** Secret card **8**, discard it and gain the **"Decision"** part 5 status.

Then, discard Secret card **30** and the Fore-dweller model. Discard the Active Quest Pile; find and resolve the **Chapter 13: Part 4** Event card.

Exploration ends.

166

The air is stifling, and the darkness is even more overwhelming. You encounter fetid, dried piles of yellow slime, hair, and teeth. Some are the size of a fist; others as large as a horse. Finally, you reach a place with three bodies, crushed flat by some terrible force, so old only rags and shattered bones remain. Suddenly, the walls begin to tremble – you've got a bad feeling about this.

If you **don't have** the **"Riches of the Past"** part **8** status, gain 1 non-Companion Item, the Secret card **27**, and the **"Riches of the Past"** part **8** status. Then, roll a die. You may pay 1 Energy per Party member to add 2.

Check your final result:

1-4 – go to Verse 200.

5+ – *You retreat from the darkness and emerge into fresh, wonderfully smelling air.* Exploration ends.

167

You delve deep in the forest. When you return, you remember almost nothing from your trip. Where exactly were you? Maybe it has something to do with your search?

Gain the **"Secrets of the Forest"** part **5** status. Exploration ends.

168

The traveler doesn't want anything to do with you – they didn't help you, or at least they don't remember doing so. You laugh at them – if a couple of silly deaths caused them to forget their reward, it's their loss, and your gain.

Each Party member loses all [W] Exploration ends.

169

"Could you believe this place was once a hideous marsh? Now, it's one of the few beautiful places left on Avalon, proving that even when all things seem to dwindle and perish, some things are only about to begin. If I could choose a place to rest forever, it would be here, between these glimmering trees."

Exploration ends.

170

Although monstrosities surround you, you force yourself to speak freely. They didn't attack, waiting for your move. You say you're here to trade and to know more about them. The Children of Morrigan whisper to one another. Then, with a gravelly voice, one says you can either leave or meet their goddess.

- **Leave** – Exploration ends.
- **Go and meet their goddess** – go to Verse 320.

171

You have decided, and there is no turning back now. You must forget about your past and focus on the future.

Gain all parts of:

- **"Fallen Wyrdhunters"** status,
- **"Great Deed"** status,
- **"Lost Apprentice"** status,
- **"Needed Supplies"** status,
- **"Past"** status

Each Character gains 1 Exp.

CONGRATULATIONS! You've completed your current Chapter! Discard all Event cards, including Active Quests. Then, either Save your game or draw a **Chapter II** Setup card and follow its instructions to begin the next Chapter!

172

You open your mind and share your memories and experiences with the wild horse. It greedily soaks up all of this: the sights of far-away places, the plethora of human feelings, and its leg grows, slowly rising from the ground.

Gain the **"Chalk Horse"** part 1 status. Exploration ends.

173

The strange entity thanks you for your gift and offers you the knowledge you seek – or rather a piece of information, as it states that in this case journeying the right way is more important than journeying in the right direction. You find out that north of here, in the hills, lives Grovesoul, an ancient being, a personification of the forest. It was a friend of priestess Neante. It should help you if your deeds were passably good. The forest man describes how to find Grovesoul. Then, it goes away, leaving you strangely but positively energized.

Gain the **"Secrets of the Forest"** part 4 status. Each Party member gains 1 . Exploration ends.

174

One of the skulls catches your attention – two horn-like malformations protrude from its front. You hesitate, not sure if you want to examine it, but then you hear a whisper coming from the skull. You can't discern any words, but you decide to take it with you and have a closer look at it later.

Gain Secret card **69** and the **"Darkness"** part 7 status. Exploration ends.

178

"How could it be?" The Pale Lady exclaims and turns to you. "Many a time, my people tried to bury the enormous menhir which you can partly see in a place known as Weeping Watcher. It reemerges constantly, age after age."

Exploration ends.

179

The Pale Lady is glad you made the right decision. She hurries you, as you've already wasted much time.

Go to Verse 165.

181

You descend into a cellar in surprisingly good condition. Inside a rotted dresser you find some precious fibulae and other small items.

Gain the **"Lost Treasures"** part 4 status, 1 Item, and 3 Wealth.

Exploration ends.

183

You can't Escape from this Combat, even as a result of the **"You Are Dying!"** card. You must fight to death!

If you run out of Combat cards during this Encounter, take all your Combat cards (from the Sequence and discarded ones), shuffle them – they are your new Combat deck and continue the Encounter.

If you win (or Enemy Runs Away) – go to Verse 730.

Otherwise, you die – see the **"Death and Insanity"** chapter of the rulebook for more information.

184

There is a sizable egg inside the nest. Until now, you wondered how to avenge your brothers and sisters in arms. You were sure you wouldn't be able to kill the legendary Black Drifter. Now, you have the answer. You can destroy its offspring!

- **Destroy the egg** – go to Verse 262.
- **The unhatched nestling has nothing to do with your vengeance** (requires 2) – go to Verse 316.

185

You draw forth two opposing powers – motionless cold and ever-changing wyrdness - and focus them on the traveler. Their body spasms, their mouth gapes in a scream, and their mind goes dark. When they are finally still, you work slowly, changing the way their body reacts to freezing temperatures. You don't know if the traveler will fully appreciate your work, but you're sure that they will be... astounded.

Each Character gains 1 Exposure. Gain Secret card **48**

Exploration ends.

186

The forest creature is disappointed, but despite that, it tells you it understands your decision. As a parting gift, it leaves you strangely but positively energized.

Each Party member gains 1 . Exploration ends.

187

If you **have** the **"Legacy"** part 1 status, go to Verse 344. Otherwise, read on.

You enter a room with well preserved furniture of durable wood – it resisted the dampness and the cold, and was only slightly warped by wyrdness. You find some valuables and equipment inside.

Gain 3 Wealth, 1 non-Companion Item, and the **"Hidden Caches"** part 1 status. Exploration ends.

188

You enter the town exhausted, freezing, and full of hope. People welcome you cheerfully, happy you're alive. They tend your wounds and feed you with a heartening, hot broth. Some of the folks encourage you to visit the warmth healer and try his fiery brews that expel the remaining cold from your bones.

Each Character loses 2 Exposure, and gains 2 Exp and 2 .

CONGRATULATIONS! You've completed your current Chapter! Discard all Event cards, including Active Quests. Then, either Save your game or draw a **Chapter 2** Setup card and follow its instructions to begin the next Chapter!

189

Guards lead you through poorly lit corridors into an ornate chamber, where two dignified people sit on a platform – the king and queen in somber robes that make them look stern and unforgiving.

Go to Verse 203.

200

The walls begin trembling and clenching in a spiral manner. You run as fast as you can, stumbling on slime piles and trying to avoid being crushed to death.

Each Party member gains 3 and loses 6 reduced by their . Then, Exploration ends.

201

The village elder approaches the menhir and places a stone with a carved prayer under its feet. You ask her about the priestess. She tells you that the cleric is a legend, a good spirit from the Chalk Hill that represents the necessity of helping others. The elder is not sure if the priestess really existed, but she thinks that her inspiring story is what matters. Then again, several people in the past swore to gods they've seen her camp in the forest by the hill with a chalk horse.

Go to Verse 171.

202

Before you enter, the Grovesoul stops you again. It tells you there is a disgusting aura surrounding you and asks you to hurry so that it doesn't need to suffer your presence longer than required.

Go to Verse 91.

203

The queen tells you they have captured a strange creature recently. It claims it's a man named Lancelot, but it tells bizarre stories about lands without snow, and curses her people for not fighting wyrdness or "lighting" the menhirs, even though it is common knowledge you can't do anything about wyrdness, and that menhirs are just gnarly pieces of stone. It also tells strange stories about four-armed monsters that it was purportedly fighting.

The king and queen suspect this man is a wyrdspawn, but they don't want to make a mistake and kill it without a reason, even if it's insane. You are asked, or rather forced, to peer into this case and share your opinion.

Go to Verse 339.

204

You wanted to warm up your skills, but you'll respect the traveler's will. Your hands run here with a pouch full of diamonds and give it to the traveler.

Gain Secret card **40**. Exploration ends.

205

Snow and ice form an almost impossible shape – a large ring with only one edge, tilted in a way it should have fallen a long time ago. Your eyes hurt just from looking at it.

Each Party member gains 1 and 1 Exp. Gain the **"Mysteries and Visions"** part 3 status. Exploration ends.

206

"This was the heart of my city. Full of lifegiving wyrdness, full of possibilities and refined, beautiful souls. It could be anything we wanted it to be, but in the end, our imagination and preconceptions proved limiting. A long time ago, I hated this place, but I have to admit it was nothing like the pathetic, barren scenery you now see before you."

Exploration ends.

208

She is surprised by your question. "There are no other options. If you want humans to survive on Avalon, you must change the island's laws forever; erase every remnant of the old order. Otherwise, with time, the wyrdness will warp your race. And since there still won't be enough of it to sustain my race –Avalon will turn into a barren wasteland!"

- **Give her the artifact** – *She's right. This is the way.* Go to Verse 165.
- **Refuse to give her the artifact** – *You should speak with Mouths of Tuathan again.* Go to Verse 219.

209

You have made great preparations, but it's better to be safe than sorry. You wait for the right moment to go into the chamber where Lancelot waits imprisoned in a pit. There are rope-ladders in the room, so rappelling the man up isn't a challenge. But now, the real struggle begins – you must escape from the city with the severely wounded knight who is barely conscious, then travel through frozen wastelands to safety.

Each Character gains 1 Food, 1 Magic, and 2 Exp.

CONGRATULATIONS! You've completed your current Chapter. Discard all Event cards, including Active Quests. Then, either Save your game or draw a **Chapter 5** Setup card and follow its instructions to begin the next Chapter!

210

As you enter the dim light of crude oil lamps, Children surround you immediately They must have been waiting since you stepped on the stairs.

If you **have** at least 3 or 4 , go to Verse 170.

Otherwise, go to Verse 302.

211

You perform a burial rite that should keep beasts and wyrdness away for a little longer. You're sure it was the right thing to do.

Each Party member loses 3 and gains 1 Exp. Gain the **"Lost Treasures"** part **6** status. Exploration ends.

213

You start heading down the spire, but then you notice a white column rising from somewhere in the Twisted Pathways to the east. And it's not smoke – it's steam! There may be a hot spring.

Gain the **"Mysteries and Visions"** part **5**

Exploration ends.

214

"Humans... you often mistake molds for materials. They should have tried to repair the menhir made of wyrdstone, not to carve useless statues. Damn this black beast! It damages stat ues all over the island. I must repair them to succeed."

Exploration ends.

215

As you're approaching the nest, sudden pain and dread strike you. You want to curl up and hide.

Gain the **"Fallen Wyrdhunters"** part **3** status.

If **Fyul** has at least 3 or 2 , go to Verse 225. Otherwise, go to Verse 241.

216

A great, black wyrm scatters worms around as it emerges from the sand and rushes at you, jaws open.

Resolve the **"Sun-Starved Wyrm"** green Encounter (Difficulty 3). If you win, gain the **"Means of Survival"** part **1**. Otherwise, nothing happens.

Exploration ends.

217

The countless arms cradle you, floating inches away from your body. The creature who call itself the Ever-dweller explains it was waiting a thousand years here. After you convinced it to give humans a chance, it focused on making sure this chance won't doom the Fore-dwellers. And to do that, it made this an ti-menhir, one that instead of repelling wyrdness, draws forth wyrdness from its primal source in the realms beyond the stars.

However, every menhir requires a sacrifice. In this case, the reversed menhir could only be powered by one soul. The Ever-dweller ambassador sacrificed itself to create these strange statue, but its sentience remains within.

Now, it tells you that your centuries-long path is coming to an end. Soon, you will make a decision that will change the fate of Avalon. To help you reach this turning point, the Ever-dweller wants to bestow you with a gift.

Small tendrils of wyrdness touch your forehead, and you scream, flooded with vivid memories of previous heroes, and their knowledge. Soon, everything is over, and the statue pushes you away. As his parting words, the Ever-dweller asks you to consider the future of both species when you decide the fate of the island.

Each Character gains 2 Exp and the **"Parting Gift"** status. Go to Verse 229.

218

New memories flood your mind, pushing out pictures of your own life. Visions of countless hours of moving through the corridors of the Colony, of convoluted laws and lives of its people. It could be useful when rescuing Lancelot.

Gain the **"Liberation"** part **7** status. Exploration ends.

219

Pale Lady isn't happy, but she doesn't force you to hand over the Grail. "You can waste your time if you want to. But don't count on my help. Once you see I was right, find me in my spire." She turns and walks away.

Discard the Secret card **30** and the Fore-dweller model. Discard the Active Quest Pile; find and resolve the **Chapter 13. Part 5** Event card.

Exploration ends.

220

Cultists exit the cathedral, leaving you alone with the saints. Dread blooms in your heart, but you fight it off and approach the couple. They reach out and touch your forehead.

A terrible cold abruptly pierces your body. You can't move, as if your limbs and blood suddenly turned to ice. Saints start chanting in a language you don't recognize, and wyrdness rises from the ground, nearing you. You want to scream, but you can't. Then, there is only agonizing pain and longing for warmth. When it's over, you don't feel pain or emotions – the thoughts in your mind are clear as ice and soothing chill fills your heart.

Each Character gains 2 Magic, 2 Exp, and 1 Exposure. Gain the Secret card **48**

Exploration ends.

221

As you approach the cottage, a man opens the door and halts you with an outstretched hand. Half his face is a ruin of disfigured flesh. He wears thick furs with a silver belt from which a vicious axe hangs. He demands to know why you trespass on his land.

Gain the **"Wilderness Encounters"** part **7** status. Resolve the special **"Offended Recluse"** blue Encounter in Verse **98**.

222

When the man no longer presents a problem, you dig up the chest. Its contents disturb you – small statues carved in ice, each with a desiccated human head. Their deformed features resemble the face of the man.

Each Party member gains 2 and 1 Magic.

Exploration ends.

224

Your muscles tense in the presence of the shifting statue. Wyrdness flows from between its countless arms while a halo of swirling eyes surrounding the stone-like head stirs the opalizing mist.

If you **don't have** the **"Dismay"** part **4** status, each Party member gains 1 Exp; gain the **"Dismay"** part **4** status

Choose one:

- **Focus on wyrdness attraction** (pay 5 per Character; reduce this total cost by the sum of of all Party members) – go to Verse 253.
- **Focus on wyrdness production** (pay 5 Magic per Character; reduce this total cost by the sum of of all Party members) – go to Verse 308.
- **Focus on the statue changes** (pay 5 per Character; reduce this total cost by the sum of of all Party members) – go to Verse 289.
- **Analyze your findings** (requires at least 2 parts of the **"Shifting Menhir"** status and the **"Decision"** part **3** status) – go to Verse 229.
- **Follow the call** (only if you have the **"Legacy"** part **13** status) – *Something calls to you from within the statue. A warm feeling sprouts in your mind. The statue... welcomes you?* Go to Verse 233.
- **End your studies** – Exploration ends.

225

You won't break! These are only feelings, and you know they can't hurt you. You approach the nest and look inside...

Go to Verse 184.

226

The Fore-dweller enters the tower without hesitation and invites you inside. It's almost pleasant there.

If you **don't have** the **"Gifts"** part **1** status, go to Verse 254.

Rest for a while (pay 1 per Party member) – each Party member gains 1 . Then, make another choice.

Focus on your tasks – Exploration ends.

227

You climb the tree and find that the golden objects are fleshy fruit, ripe with thick, fragrant juice, which resembles scarce mead.

- **Eat some fruit** – go to Verse 251.
- **Climb down** – Exploration ends.

229

The menhirs scattered around Avalon always stood solid, unchanging, and in defiance of the wyrdness. Each contained a small fragment of reality ruled by cold reason and fact. The Fore-dwellers peered into this reality, viewing it as their underworld a cold, unchanging hell.

It appears this statue also contains a small fragment of another reality, but this one is even more chaotic and shifting than what you see on Avalon; a place of primal wyrdness and pure potential. If the small seed in regular menhirs could be expanded and manipulated, you wonder whether this shard of alien reality could be used in a similar fashion...

Gain the **"Decision"** part **4** status. Exploration ends.

230

You encounter rodents along the way, but pay them little attention. But as you go on, you encounter more – so many that they swarm you. You kill many, but in the end, you must flee. Maybe you've entered their nest?

Each Party member loses 1 and gains 1. Go back to Verse 331.

231

The woman leads you to a hall with a high ceiling inlaid with shining gems – it resembles a night sky. There are many slender, pale-skinned people waiting for you in silence. Suddenly, you hear words of acknowledgment inside your head, and gratitude overflows your heart. The woman explains in a weak voice that they all speak through their minds.

They feel a connection with you, and can, to some degree, communicate with you. The woman reveals a secret – many of their kind have gone mad and left Weeping Watcher. You know these vagabonds as Pilgrims. They boast the ability to conjure terrifying, painful visions. To keep you protected from their own kin, these people give you a fibula that Pilgrims should recognize.

Each Character gains 1 Exp. Gain Secret card **96**. Then, Exploration ends.

233

If you **have** the **"Parting Gift"** status, the call quickly fades; go back to Verse 224. Otherwise, read on:

At first, the call is only a barely audible echo in your mind. You have to force yourself to think about nothing, silence your every thought, to start hearing it. Finally, you understand: the statue wants you to come over.

Suddenly, wyrdness surrounding the monument parts before you, letting you get closer. The exposed part of the flickering statue solidifies, turning into an immovable wyrdstone block. The call wants you to touch it, so you take a step forward and then place your hand on the block. The voice suddenly gets so loud it almost splits your head. The statue says you've met before, a millennium ago. You bested it and forced it to give up on its mission.

As you hear this, the wyrdness closes around you, leaving you trapped in your small air bubble, as the statue extends its countless arms around you. Does it seek revenge?

- **Stay in the bubble** – go to Verse 217.
- **Leave the bubble** – go to Verse 271.

234

You stand over the grave of a nameless man, the only human remnant in this otherwise alien cemetery.

- **Pray for the lost soul** – each Party member loses 2. Then, Exploration ends.

239

"When there were no humans, my kind came here to find peace, die, and be reborn."

Exploration ends.

240

Resolve the special **"Distraction"** blue Encounter in Verse **138**.

241

Why did you decide to come here? Weakened by the menhir, you will be easy prey for the Black Drifter. You're sure it waits now in ambush for the perfect moment to strike. Suddenly, you discover you stand near the nest, and yet nothing terrible has happened.

Fyul gains 3. Go to Verse 184.

242

In the end, people decide to stay in Forest Sanctuary. The weather indeed grows worse, but if the people work together, they can prevail. And they will remember you for your part in this development.

Each Character gains 2 Exp and 3 Rep for each of the following:

- the **"Cracked Sanctuary"** part **3** status,
- the **"Cracked Sanctuary"** part **5** status.
- Each Character loses 1 Exp and 4 Rep for each of the following:
- the **"Cracked Sanctuary"** part **2** status,
- the **"Cracked Sanctuary"** part **4** status.
- Gain the **"Cracked Sanctuary"** part **6** status. If you are **Sloan** and you **don't have** the **"Great Deed"** part **4** status, go to Verse 327. Otherwise, Exploration ends.

244

You descend carefully and find yourself standing at the edge of an enormous, underground city. You notice movement within - you discern silhouettes of monstrous creatures – half men, half bats - children of Morrigan, cruel warriors that hunt people on the surface.

- **Retreat** – Exploration ends.
- **Try to communicate with them** – go to Verse 210.
- **Sneak into the city** – go to Verse 273.

245

As you approach the campfire, the furs move. Startled, you jump back and draw your weapon. A white bear roars, and you gag on its fetid breath. You're not sure how such a fearsome beast could have escaped your notice.

Resolve the **"White Bear"** green Encounter (Difficulty 3). It doesn't have the *Defensive* Trait in this Encounter.

If you win (or Enemy Runs Away), go to Verse 122.

Otherwise, Exploration ends.

246

The door opens, and a twisted creature appears. Its bloodshot eyes stare at you, its teeth protruding from an elongated jaw drip with blood. The Warped One opens its mouth, and you hear strange, miserable sounds.

- **Attack** – go to Verse 303.
- **Listen to these noises intently** – go to Verse 439.

248

Suddenly, you find yourself immersed in roaring fire. You choke on the smell of burning flesh as pain envelopes your body. You're not alone –many others cry out alongside you as their faces melt in the heat of flames. You run – run as fast as you can, until you stand on snowy wastes again.

Each Party member loses 1, gains 2, and 1 Magic. Exploration ends.

250

The Fore-dweller doesn't respond – it sits at the edge of the pit and looks at the giant statue. The monster stands up after a while and says: "This island must be restored."

Exploration ends.

251

The fruit is sweet and filling. You feel invigorated after eating them. But when you try to gather more to take with you, they melt into a sticky, bitter slime – it seems you can only enjoy them here.

Each Party member gains 1 Food, 1 and loses 1. Exploration ends.

252

The initiation will take place in the cathedral, where the saints will bestow their blessing upon you. Magic, cold, and wyrdness will change your body, granting you the power of unerring logic. But the heat will always hurt you. They won't force you to accept their gift – it's your decision, as the pilgrimage was.

Each Party member gains 2 Exp. Gain the **"Initiation"** part 5 status. Then, choose one:

- **Accept their blessing** (this will modify Exposure rules!) – go to Verse 220.
- **Reject their offering** – *It sounds... somewhat evil.* Exploration ends

253

The density of wyrdness in the statue's vicinity doesn't change, as if kept there by some force rather than attracted. You shift your focus to the wyrdness tendrils farther from the statue and confirm your assumption, as they don't move toward the shifting menhir.

If you **don't have** the **"Shifting Menhir"** part 1 status, each Party member gains 1 Exp; gain the **"Shifting Menhir"** part 1 status.

Go back to Verse 224.

254

The Fore-dweller asks you to come with it to the second tier. It reaches into one of the many holes in the wall and pulls a weapon out. The gap doesn't seem big enough to accommodate this item, but you're more concerned about the sudden rearmament of the Fore-dweller. But it tells you the weapon is a gift for you, so you can better perform your tasks.

Gain the **"Gifts"** part 1 status and the **"Runic Sword"** Item (if it's not available, gain 1 **"Weapon"** Item). Go back to Verse 226.

255

You sneak through the city's outskirts, evading enemies and snatching valuables along the way. You sneak past three heavily armed Children and come before a richly ornamented door.

Gain 3 Wealth.

- **Retreat from the city** – Exploration ends.
- **Open the door** – go to Verse 320.

256

People confiscate your animals, blaming their actions on the law. According to the custom, each first time visitors must donate their animals to the farmers. They compensate you with food in return.

Discard the **"Riding Donkey," "Steadfast Palfrey,"** and **"Lucky Piglet"** Items. For each discarded Item, gain 2 Food.

If the **Chapter 3: Part 3** Quest card is revealed, Exploration ends.

If you are in Location **206** or **296**, go to Verse 71. Otherwise, Exploration ends.

257

"Why am I even trying to help?" the Fore-dweller asks with a vicious tone. "You can't be trusted or relied on. I must have killed all of those poor folks because of your incompetence!"

Each Party member gains 1 . Exploration ends.

258

You ask about the plants growing on the sides of the Colony. People tell you they have managed to farm a strain of radish resistant to cold. If you want to buy seeds, they will sell them for a fair (in their opinion) price.

You may pay 4 Wealth. If you do, gain the **"Needed Supplies"** part 2 status and **Dagan** gains 1 Exp. Otherwise, nothing happens.

Then, Exploration ends.

259

As the Fore-dweller leads you through the forest, it tells you about the northern part of the island. If you follow an icebound river and go north from there, you will find two settlements – one is a towering, angular edifice inhabited by a lawful nation, the second is rather peaceful. Obviously, the Fore-dweller doesn't visit these settlements by itself. It is going in the same direction so it can go with you. It's strange, but you feel quite comfortable around this monster.

Soon, you're on the other side of the forest. You've marked the path behind you, so you will always find it again.

Attach Location **235** to the top of Location **225**. Place all Party members there.

Go to Verse 30.

260

Despite everything, you move into the storm. After a few steps, you forget what you were doing a while ago. Then, the visions come – visions of death and madness.

Each Party member gains 7 . Then, move each Party member to one chosen adjacent Location.

261

You enter a room with a rotting floor – you catch a glimpse of gold beneath the planks. It looks like a brass fitting of a chest. You crouch to look at it, but then disgusting, giant moths fall on your head.

Resolve the **"Flesh Moth"** purple Encounter (Difficulty 2). If you win (or Enemy Run Away), resolve another **"Flesh Moth"** purple Encounter. If you win again, go to Verse 305.

If you Escape from any of the Encounters, Exploration ends.

262

You drive your spear into the egg – dark blue, almost black, liquid spurts from the cracked shell. The weapon shaft in your hands grows warmer, and you feel the spear absorb the magic accumulated inside the egg. Your craving for revenge is satisfied. But you can't enjoy the moment – black wings appear on the horizon and quickly approach.

Fyul gains 2 Exp and Secret card **62**. Go to Verse 888.

263

You managed to banish Black Drifter, a merciless monster that was, until now, undefeated. You didn't kill it, but it fled from your blade. And you think that this deed is great enough to be immortalized in epic tales.

Sloan gains 1 Exp. Gain the **"Great Deed"** part 2 status. Then, if you have exactly 2 parts of the **"Great Deed"** status, go to Verse 310.

Otherwise, Exploration ends.

264

You spend time circling around (and inside) the monumental head. Local people ask about your work, but they don't interfere – you feel they know what you're doing and accept it as the right thing to do. When you're ready, you think you've done it – the atmosphere is different, although the change will only be obvious after several months or even years.

Each Character gains 1 Exp. Gain the **"Carving"** part 4 status. You may travel to another menhir – go to Verse 835, or keep adventuring if you have any unfinished business on the island – Exploration ends.

267

Turmoil under the menhir draws your attention. Two groups, the Expedition and the Stayers, argue loudly. The tension is palpable.

Place 1 Universal Marker on the **"Forest Sanctuary"** Location card for each of the following statuses:

- **"Legacy"** part 2,
- **"Cracked Sanctuary"** part 3,
- **"Cracked Sanctuary"** part 5

Remove 1 Universal Marker from the **"Forest Sanctuary"** Location card for each of the following statuses:

- **"Legacy"** part 9,
- **"Cracked Sanctuary"** part 2,
- **"Cracked Sanctuary"** part 4.

If there are no Markers on the **"Forest Sanctuary"** Location card, go to Verse 329. Otherwise, go to Verse 242.

270

Discard the Active Quest Pile. Find and resolve the **Chapter 13: Part 3** Event card. Exploration ends.

271

You break away, jumping back through pure wyrdness and the statue's ethereal arms. Even the short contact with them burns like white iron and leaves a lasting mark.

Each Party member loses 1 and gains 1 . Go to Verse 224.

272

You learn the story of Avalon, and more precisely, of this place the Grudgestone, as it was called in the past. People used it to write land deeds, crimes, punishments, and legal deals. The tradition was sustained for hundreds of years, until the wyrdness claimed most of the island, and frost finished its work.

The number of inscriptions decreased from year to year. Only the most resilient people still journeyed here. The last inscription on the stone was made by Aderyn, the wandering storyteller, who wrote about the birth of Sloan, the descendant of Bryn.

There are more recent inscriptions, but carved instead into the ice pillars near the stone. They describe the recent history of the island and the study of texts from the Grudgestone.

If you **don't have** the **"Clues"** part **5** status, each Party member gains 2 Exp; gain the **"Clues"** part **5** status.

Otherwise, Exploration ends.

273

Roll a die, add your and (in a Party use only the minimum values). Check your final result:

1-7 – *You were spotted!* Go to Verse 337.

8+ – go to Verse 255.

275

"Still looking for knowledge? Good! The burden of an important choice rests upon your shoulders – one that will decide the fate of the island, and your entire world. We won't tell you which decision is right – we don't judge, we only teach. But right now, you have three options. You can return Avalon to the rule of wyrdness, as it was before humans landed here. You can transform this place into a mirror image of your lost Homelands – you already have the exemplar of the pristine laws of human reality that could achieve that. Or you can try to keep the balance and leave this place as it is now. In each case, you must do something about menhirs - as they are now, they only contribute to the slow death of the island."

- **You choose to return the island to wyrdness** – go to Verse 70.
- **You choose to stabilize the island** – go to Verse 110.
- **You choose to follow the Pale Lady's guidance** – go to Verse 304.

279

The Fore-dweller turns to you abruptly as if it just remembered something. "Rescue him," it speaks in a commanding tone, "or I'll have to do it, and it won't be pleasant for anyone involved. Lancelot reappearing now after all these years is a miracle we can't let go to waste. Not to mention he might be the last decent human on Avalon. You have two days to free him peacefully, before I take the matters into my own hands." Then, it turns away and leaves you.

Exploration ends.

280

The strange man apologizes for his burst of anger and invites you inside. He treats you to a hot meal and lets you warm yourself by the fire. As you rest, he suddenly stands and tells you that he is embarking on a journey and will say a kind word about you on his way.

Each Party member loses 2 Exposure, and gains 2 Rep and 1 Food. Then, Exploration ends.

281

You plow through debris, trying to make your way deeper into the cellars. Eventually, the corridor is so cluttered that you can't move on – you must go back.

Each Party member loses 1 . Go back to Verse 331.

282

"It was once a filthy borough at the feet of Kamelot, which flourished into a splendorous town, then collapsed like everything else on Avalon. Sometimes I come here to speak with the only resident left."

You ask about the inhabitant, but the Fore-dweller is silent

Exploration ends.

283

You accept her quest. She sighs with the disturbing sound of air escaping her headless neck. She writes that you won't regret helping her. Then, she describes her head – black and gray, with distinctive spiral tattoos and pale lips. She feels that the head should be somewhere far south from here. Suddenly, you recall that a singer from Mangrove Huddle looks just like Morrigan described...

Gain the **"Missions"** part **7** status. Exploration ends.

New Task: Go to Mangrove Huddle and retrieve Morrigan's head. You don't have to go there right away; you'll probably stumble upon your settlement in the future.

285

If you **have** the **"Carving"** part **4** status, you already did your work. You may travel to another menhir – go to Verse 835, or keep adventuring if you have any unfinished business on the island – Exploration ends

Otherwise, you may pay 4 per Character to start carving:

- if you **have** the **"Decision"** part **2** status, go to Verse 291.
- if you **have** the **"Decision"** part **3** status, go to Verse 264.

If you can't pay the cost (or don't want to), Exploration ends.

286

"Wait a moment," the woman says slowly. "You resemble someone I read about. Could you tell me the names of your ancestors?"

You recall some names from the past, and the woman seems exhilarated. "It's probably you! Descendants of the heroes who helped with settling a town near this stone a thousand years ago. I may be wrong, because many of the inscriptions contra dict one another, but a reward has been waiting far too long." She is so moved, you can't force yourself to stop her and ask for more explanations. "It's funny no one had found it before, as it was clearly written where the treasure was hidden. I cherished this small treasure, waiting for someone deserving of it." She asks you to wait and returns with a small box of weathered oak - inside, you find several ancient coins and a beautiful talisman that has been recently polished.

Gain 4 Wealth and the Secret card **22**. Exploration ends.

288

You climb the tree, feeling its rubbery bark under your hands. You touch one of the fruits that melts under your touch. Up close, these fruits have a golden sheen. You bite into remnants of, what's surprising, fragrant pulp. Immediately, visions of your death flood your mind – you're impaled to the tree with a vicious spear, you die on plains covering the retreat of your friends, you die in the darkness. You wake up on the ground, filled with dark power boiling under your skin.

Each Party member gains 2, loses 1, and gains 3 Magic. Exploration ends.

289

You carefully study the changes happening to the statue, trying to count the number of its limbs and eyes and analyzing the anatomy of its face. Why all those eyes follow your movement? Why its smile is getting bigger and bigger? Did it have these teeth before?

Each Party member gains 2. Go back to Verse 224.

290

Finally, you have the tools and knowledge needed to alter the menhirs. All you must do now is to visit each of them and do some work.

Each Character gains 1 Exp.

Hint: Tampering with menhirs may attract Black Drifter, so it would be wise to start gathering allies on your way – it depends on your choices, but you may have friends in Forest Sanctuary, Weeping Watcher, Howling Nest, or Last City

CONGRATULATIONS! You've completed your current Chapter! Discard all Event cards, including Active Quests. Then, either Save your game or draw a **Chapter 14** Setup card and follow its instructions to begin the next Chapter!

291

You spend hours carving new symbols on the surface and inside the monumental head. People look at you but say nothing - you feel that they know what you're doing and don't mind it. After your work is done, one of the local mages approaches you, and thanks for your efforts.

Each Party member gains 2 Rep and 1 Exp. Gain the **"Carving"** part **4** status. You may travel to another menhir – go to Verse 835, or keep adventuring if you have any unfinished business on the island – Exploration ends.

298

Something jumps out at you from the snow.

Resolve the **"Frozen Wyrdness"** purple Encounter (Difficulty 3). Exploration ends.

299

When you wake, you find that the man died of exhaustion and cold. He left a message for you, written in the snow with stiff finger: "You're the worst scum of Avalon."

Each Party member gains 1. Gain the **"Missions"** part **2** status. Find and resolve the **Chapter 2, Part 5** Event card. Exploration ends.

300

You find a pole stuck in the snow. You've seen something like this before – these sticks were used to mark trails. But you can't spot another one, and you're not sure if following this lead is a good idea, as it would require relying not only on your senses but also intuition.

- **Focus on the tracks** (pay 3 per Character and 2 Magic per Character) – go to Verse 322.
- **Focus on something else** – go back to Verse 90 and choose another option.

301

At the back of the chamber, you find a small staircase leading up to the surface. There is a heavy stone slab at the end of it, but you somehow manage to lift it up. It closes behind you with a loud crash. You don't think that you will be able to lift it from this side

Exploration ends.

302

Resolve the special "**Frightening Conversation**" blue Encounter in Verse **162**.

303

You charge at the beast, which defends itself without ardor.

Resolve the "**Warped One**" purple Encounter (Difficulty 3). Start the Encounter with 4 markers in the Combat Pool. If you win, go to Verse 355. Otherwise, Exploration ends – don't place the Guardian on the map.

304

"If you made this decision already, why bother coming here to tell us that? Go, find the Traitor, and give her the otherworldly artifact."

Discard the Active Quest Pile. Find and resolve the **Chapter 13: Part 6** Event card. Exploration ends.

305

You brush off the greasy dust and start breaking through floor planks. You uncover an old chest with some gold coins and crumbling papers.

Gain 3 Wealth and the "**Hidden Caches**" part 1 status. Exploration ends.

307

You spend a long time planning the escape, looking for unlighted corridors, guard patrols, and alternative routes.

Gain the "**Liberation**" part 3 status. Go back to Verse 34.

308

Wyrdness sometimes sinks in shifting crevices of the statue, but you're almost sure that more of it flows out. You notice that places touched by wyrdness become stable for a moment as if they give away their ability to change. Maybe the wyrdness feeds on it?

If you **don't have** the "**Shifting Menhir**" part 2 status, each Party member gains 1 Exp; gain the "**Shifting Menhir**" part 2 status.

Go back to Verse 224.

309

Your journey between menhirs wasn't a short one, but you managed in the end. The time of your rest is getting closer.

Hint: If you haven't gathered your allies yet, it's a suitable time to ask them for help before attempting to finish your last quest. It depends on your choices, but you may have friends in Forest Sanctuary, Weeping Watcher, Howling Nest, or Last City.

Each Character gains 1 Exp.

CONGRATULATIONS! You've completed your current Chapter! Discard all Event cards, including Active Quests. Then, either Save your game or draw a **Chapter 15** Setup card and follow its instructions to begin the next Chapter!

310

"I despise this place, and I always have. Once, unlawful and quarreling villages, now a frigid, forgotten river. But it's the only way west, toward the broken druidic circle and my hometown."

Exploration ends.

311

Two skinny men wave at you – you think they belong to the Stayers, the camp that doesn't want to move deeper into the forest. They tell you that the Expedition, the second camp, is much stronger and has better equipment. People are almost convinced by them. The men ask you for support.

Go back to Verse 3 in the Forest Sanctuary Exploration Journal (238).

Hint: You have gained the required information, and now you can go back to Colony.

312

You recall the events in Forest Sanctuary. There is no threat of war or raids, they have internal problems focused on the survival of their settlement. One of the guards departs to contact their sergeant and returns, confirming your information fits the one obtained by their spies. You are admitted into the Colony.

Each Character gains 2 Exp.

If you are in Location **286**, go to Verse 189.

If you are in Location **206**, go to Verse 409.

313

A snowstorm is raging around the area the wind is so cold and strong that it doesn't look natural. You don't feel like you can pass through it.

- **Leave this unwelcoming place** – each Party member loses 1 . Move each Party member to the chosen adjacent Location
- **Push through regardless of the conditions** – go to Verse 592.

314

It seems that some of the Stayers decided to join the Expedition instead. Half a dozen folks gather resources to embark on the journey into the woods.

Gain the **"Cracked Sanctuary"** part **4** status.

If you're playing **Chapter 8**, go to Verse 267. Otherwise, Exploration ends.

315

The north isn't safe to travel. People there associate you with Lancelot, and will interrogate you if you're caught. You should let time do its work and not tempt fate. You're sure that later you will be able to convince them that Lancelot was indeed a creature of wyrdness that bewitched and manipulated you.

Go back to the start of the Twisted Pathways (**225**) Exploration Journal and make another choice.

316

The egg didn't hurt anyone - the guilty one is the Black Drifter. You decide to confront the monster, but you also accept that you probably won't be able to harm it. Still, you'll do whatever you can to make it pay

Fyul gains 1 or 4 Exp. Exploration ends.

317

You observe as the menhir repels wyrdness. It's a beautiful sight. You start thinking about all the animals that will move freely through the woods again. Then, it strikes you – all the woods will also be available for the hunters from your town. You must share your knowledge with them, so they can extend their hunting grounds to Icicle Forest and Twisted Pathways.

Dagan gains 1 Exp. Gain the **"Needed Supplies"** part **3** status. Exploration ends.

Hint: If you **have** 3 parts of the **"Needed Supplies"** status, it's a good idea to share your discoveries in Mangrove Huddle.

318

You recall that you were here about fifty, maybe sixty years ago, during your previous life. You were guiding a woman who wanted to know about the past of her cursed family. You led her here, but she didn't have money to pay you for the return journey. So, you left her here, laughing at her. And now, her wyrdness- and frost-afflicted body lies shattered in the dark red snow. You won't redeem yourself now.

Niamh gains 4 and 1 Exp. Gain parts 2 and 3 of the **"Past"** status. Go back to the start of the Stone of Memories Exploration Journal (**242**) and make another choice

319

You notice a weathered symbol on one of the portal frames it resembles a cup, something that Lancelot mentioned earlier. All tunnels look the same, so you might as well choose this corridor

Go to Verse 408.

320

A fair-skinned woman sits on the throne - she has unnaturally long toes poking out from under the edge of her velvet, black dress. Hands with sharp nails rests on her lap. Then, you notice she doesn't have a head, and if she were standing, she would be twice as tall as you. To your surprise, she isn't dead – she stands, and with a wave of her hand, she dismisses her savage entourage. You are left alone with goddess Morrigan.

She walks up to you, crouches, and starts scratching the stone floor. She writes down a request for you to find her head, missing for several hundred years.

Gain the **"Horrors"** part **8** status.

- **Demand more information** – go to Verse 405.
- **Accept her quest** – go to Verse 283.
- **Decline** – go to Verse 428.

321

You try to sneak into the Colony, but it's difficult to hide on the snow. You are spotted. Guards pursue you, shouting and cursing after you. You have no choice but to flee.

Each Party member loses 1 and 2 Exploration ends.

322

You follow almost invisible clues – snow-covered poles, unnatural snowdrifts, and your own intuition. Finally, you find an entrance to a hideout dug in a small hill. There are some bedrolls and crates inside. You search through everything and find a stash of well preserved rations, as well as four strange wyrdstone amulets, each a part of a larger statue. There is also a parchment along with them, explaining everything you need to know. They are supposed to be pieces of some old, portable menhir that helped ancient heroes navigate the wyrdness-covered lands. Unfortunately, they turn inert after some time, and to reactivate them, you need to imbue them with magic from any Fore-dweller artifact. Until now, you thought Fore-dwellers were just a legend! How could you find an item that belonged to them?

Gain 2 Food (1-2 players) or 3 Food (3-4 players). Each Party member loses 2. Each Character gains 2 Exp.

Remove Location **201** from the game and replace it with Location **221**. Discard the Active Quest Pile. Find and resolve the **Chapter I: Part 4** Event card. Remember not to change the structure of the rest of the Event deck. Exploration ends.

323

Fortunately, your actions didn't damage the menhir permanently, and only impeded it for a moment - you hope the horse had enough time to break from the chains of reality. Then again, the atmosphere in Forest Sanctuary shifted. Tinkering with the statue openly in the center of the village won't be forgotten by the people of the Forest Sanctuary.

Each Party member loses 2 Rep and gains 1 . Gain the **"Chalk Horse"** part 4 status. Exploration ends.

324

The shapeshifter looks exactly like you they grab a bag by ing near the door and run, shouting that you'll be destroyed. You don't have the power to stop them, and they disappear in the wyrdness.

Gain the **"Horrors"** part 3 status. Then, Exploration ends.

325

The beast was guarding a small chest...

Gain 4 Wealth, 2 Magic, and the **"Wilderness Encounters"** part 5 status. Exploration ends.

326

You prepare torches, ropes, and charcoal for marking corridors. Then, you enter the darkness. After hours traveling through claustrophobic insides of the hill, you discover the ruins of a large building wedged between two enormous rocks that stopped the mass of soil from flattening the structure. You step in - crushed skeletons lie everywhere, wrapped in formerly elegant robes that are now decayed rags.

If you **have** the **"Legacy"** part 12, go to Verse 352. Otherwise, go to Verse 369.

327

You were one of those who molded this community into its current form. You will be a part of their stories forever - maybe as a wise man, maybe as a shady villain, or a generous outsider. But you'll be there, and that's what matters.

Gain the **"Great Deed"** part 4 status. Then, if you **have** exactly 2 parts of the **"Great Deed"** status, go to Verse 510

328

Discard the Active Quest Pile. Find and resolve the **Chapter 13: Part 2** Event card. Exploration ends.

329

In the end, people decide to leave the freezing village and find a new home in the Whispering Forest. A few dwellers decide to stay, too scared to leave. You certainly will be remembered for your part in this development.

Each Character gains 2 Exp and 3 Rep for each of the following

- the **"Cracked Sanctuary"** part 2 status,
- the **"Cracked Sanctuary"** part 4 status.
- Each Character loses 1 Exp and 4 Rep for each of the following:
- the **"Cracked Sanctuary"** part 3 status,
- the **"Cracked Sanctuary"** part 5 status.

Gain the **"Cracked Sanctuary"** part 7 status. Remove Location **238** from the game and replace it with Location **258** If you are **Sloan** and you **don't have** the **"Great Deed"** part 4 status, go to Verse 327. Otherwise, Exploration ends.

330

Suddenly, Forest Sanctuary comes to your mind. You wonder what is happening in this troubled settlement.

Exploration ends.

New Task: Some time has passed since your last visit to the Forest Sanctuary. You should check this place later.

331

You descend into the underground. Disturbing the thick layer of dust reveals the tracks of inhuman paws and slithering creatures. Torchlight reveals three corridors leading into darkness.

If you **have** 2 or more , go to Verse 319.

Otherwise, choose one:

- **Pick first corridor** – go to Verse 281.
- **Pick the second one** – go to Verse 408.
- **Pick the third one** – go to Verse 230.
- **Leave** – Exploration ends.

332

You break down the door and dash inside. You hit something soft that falls to the ground. It appears to be a strange creature - a humanlike pig. The beast stands up and attacks.

Gain the **"Darkness"** part 1 status.

Resolve the **"Reclusive Pigman"** green Encounter (Difficulty 2). It does not have the *Rush* Trait in this Encounter. If you win (or Enemy Run Away), go to Verse 372. Otherwise, you flee and Exploration ends.

333

You squirm between dense roots when you see a tall figure clad in armor trying to lift a fallen tree. You notice that this warrior has four arms – it must be the horror that was chasing you right before you escaped into the snowy wastes! You make to retreat, when the head of the monster turns into your direction, ignoring the limits of a human body. "Help me, heroes," it says with a blank voice. You notice the monster is trying to set free a man in shackles pinned under the tree. Two of the warrior's arms lift the trunk while the other two pull the man. "Take this poor man to the human settlement to the south. Then, meet me here. I will compensate you for your trouble." You hesitate for a moment, but you feel that this figure doesn't mean you any harm. Also, the monster dwells in the Twisted Pathways, so it'll be better to be on good terms with it if you want to cross this area.

Each Character gains 1 Exp. Gain the **"Wilderness Encounters"** part 4 status and Secret card 12. Discard the Active Quest pile. Find and resolve **Chapter 2: Part 3** from your Event Deck. Exploration ends.

334

You share how to relight menhirs with the elder and those who want to listen – mostly hunters. You give them seedlings of plants resistant to cold. You tell them about Icicle Forest's hunting grounds. You've done everything you can - the survival of Mangrove Huddle doesn't rest on your shoulders anymore. The people are thankful, and the local smith gifts you with a masterwork hook – a tool and a weapon, to help you on your journey.

Dagan gains 1 Exp and Secret card 35. Gain the **"Means of Survival"** part 9 status and the **"Needed Supplies"** part 4 status. Exploration ends.

335

Rumors about forest dangers spread around the settlement. Some of the hesitant folks turn their views in favor of staying in Forest Sanctuary. Living in familiar hardship is better than going into unsure prosperity.

Gain the **"Cracked Sanctuary"** part 5 status.

If you're playing **Chapter 8**, go to Verse 267. Otherwise, Exploration ends.

336

If you **have** the **"Legacy"** part 12 status, go to Verse 370. Otherwise, read on·

You spend some time trying to understand the diagrams and find out that they describe how to dispel an illusion. A fragment of a wall disappears, and you discover a small box full of crumbling papers.

If you **don't have** the **"Hidden Caches"** part 5 status, gain 4 Magic and the **"Hidden Caches"** part 5 status. Then, Exploration ends.

337

Monsters grab you ruthlessly and tie you up. They drag you somewhere, through the darkness – you've no idea what is going on. Then, they toss you to the ground, and you find yourself before a high throne.

Each Party member gains 1 and loses 1 .

Go to Verse 320.

338

You emerge from the Undercastle, exhausted physically and mentally. You leave the walls of Kamelot and breathe frigid air that smells of freedom and sanity. You notice a lone figure on the cliff – it's Lancelot, who raises his hand and walks toward you. He doesn't spend much time on greetings, instead leading you to the forest, where Pale Lady is unskillfully butchering a boar. She approaches, tossing the quarry away, checks the Menhir Rites, and tells you that this should be it, but you must verify if they work correctly. Lady has prepared some artifacts that will bring you to a certain menhir she wants to try the rites on – she hands you a scroll that leaks shadow, gathering in dark spots on the white snow around you. Pointing at the boar's carcass, she tells you to take the food, and read the scrolls aloud.

Each Party member gains 2 Food and 1 Exp. Discard all Locations from the play area and place Location **235** in the middle of the play area. Move all Characters there and go to Verse 417.

339

This time, you are led toward a prison chamber with deep pits for keeping prisoners. The man is held in one of them, the only one that is well lit and occupied. The man curses the guards, shouting that Arthur will come and behead them for their crimes. He somehow looks familiar, as if you've met him before. And the name "Arthur" evokes some deeply buried memories. Your mind drifts away. You feel as if you're dreaming someone else's dream – you see the Lancelot in a weird, shifting city, as he's falling into a maw of wyrdness, flailing his arms... You are woken abruptly by the guards, who drag you away from the pit and shout that the beast hypnotized you. The guards show you a way to the dark, warm room, where you fall asleep at once.

CONGRATULATIONS! You've completed your current Chapter! Discard all Event cards, including Active Quests. Then, either Save your game or draw a **Chapter 4** Setup card and follow its instructions to begin the next Chapter!

340

"My Lady?" Lancelot asks. "You look... different."

"And you look exactly the same as a thousand years ago, Lancelot," the Fore-dweller replies. Then, they start a conversation that you cannot entirely comprehend – but you understand that the monstrous Fore-dweller is apparently the Pale Lady, a legendary figure from the past, the traitor of her race, and the savior of humankind. The man is Lancelot – a friend of King Arthur, one of the original knights who came here from the Homelands.

Eventually, Lancelot turns to you and asks if you would help him recover Menhir Rites from Kamelot - to restore menhirs to the state he remembers them in, and to save Avalon from its current misery. The Rites will also help you pursue your personal mission, as they will enable easier travel throughout the island.

For now, you are a wanted refugee in the north, so you can only access the castle from the south, scaling the cliff near the Desert Hideout. The Fore-dweller, or rather the Pale Lady, tells you she will repair the ancient machinery leading up there. She takes the wounded knight with her, gives you several magical trinkets, and leaves, saying that she will be waiting under Kamelot's walls.

Gain the **"Means of Survival"** part 4 status. Discard the **"Wounded Lancelot"** Secret card (81). Each Character gains 2 Magic.

Go to Verse 330.

341

The room is in disarray. A shattered stone coffin lies in the center, covered in something that might be blood or feces. Vulgar slogans adorn the walls, insulting knights, Arthur, and the gods. The dismal aura of this place fills you with dread and disgust, but also with some strange energy that appears to seep from the shattered sarcophagus.

Each Party member gains 1 and 1 Magic. Go to Verse 301.

342

You enter the crumbling building after the wry creature, stepping over a dead fox carcass. You notice cloth and wooden toys scattered on the dirty floor. The Warped One lights a fire under a stove and starts making a soup, tossing frozen vegetables and meat into the pot. Soon, you eat with the monster, which is far more human than most people you know. When you take your leave later, it invites you to come again.

Each Party member gains 2 , 2 , 1 Exp and loses 1 Exposure. Gain the **"Friends"** part 1 status. Then, Exploration ends.

343

You find a house that doesn't bear signs of looting. You enter it and start searching around.

If you **have** 3 or more or 4 or more , go to Verse 371. Otherwise, you were probably wrong, and this place has nothing of your interest – go back to the start of the Haunted Town Exploration Journal (227) and make another choice

344

You have a feeling, similar to when you saw Lancelot, that you know this house, that you have been here before. You go toward the place where there should be a cache. You pry some planks in a corridor and find a well-preserved chest.

Gain 2 Magic, 2 Wealth, 1 Item, and the **"Hidden Caches"** part 1 status. Each Party member loses 1 . Exploration ends.

346

A faint sound comes from behind the door as if something is waiting on the other side. You catch a glimpse of a red eye in one of the cracks between the boards.

Go back to Verse 361.

347

"Since time immemorial, everything that left Tuathan flowed through us, falling into the sea. We belched out the city's filth, but also its magic and weird, half-born powers. We are Tuathan's faces, and the city we stand for was a silent witness of everything that happened on this island. Detached from all conflict, free of emotion, the city gathered vast knowledge. Now, we help it share its wisdom with those who are willing to listen, for the right price."

Go back to Verse 11 in the Mouths of Tuathan Exploration Journal (262).

348

You grab a fruit, smudging your hand with sticky juice, and bite into it. It tastes delicious, but the sensation is so intense that you lose consciousness.

Each Party member gains 1 Food and 1 Magic, and Passes for the rest of the day. Exploration ends

352

It must have been a palace, like one from the legends. Some golden ornaments and ancient equipment remain. If this place weren't so dark and frightening, you would like to spend more time here.

Gain 3 Wealth. If you **don't have** the **"Riches of the Past"** part 1 status, gain additional 3 Wealth and 2 non-Companion Items; gain the **"Riches of the Past"** part 1 status. Then, Exploration ends.

355

The monster's blood quickly freezes and forms small, red icicles. You step over its body and search the house. Unfortunately, there isn't anything of use – only cloth dolls, crudely carved horses, and a rusty pot.

Exploration ends.

361

You follow the strange, square tracks that might have been left by wooden shoes, but they also seem animalistic. The trail leads to the closed door made of nailed boards, elements of armor, and strange vines.

If you **have** 3 or more , you may go to Verse 346.

- **Slowly open the door** – go to Verse 413.
- **Charge into the room** – go to Verse 332.
- **Knock on the door** – go to Verse 480.
- **Leave this place** – go back to the start of the Undercastle Exploration Journal (**260**).

369

It must have been a palace, like one from the legends. You stroll through its dead corridors, finding gold ornaments here and there. Then, you find a door partly covered with a cracked boulder. On the other side, you see a small room with a skeleton inside. The walls are covered in writings full of hate and vengeance – they describe how a woman, named Siobhan, wanted to collapse Kamelot by weakening the structure of the cliff, burning Crow's Nest to the ground, and conquering Timber wall. She planned to steal all menhirs from the island and make an impenetrable wall protecting Farshire from wyrdness. All those unknown names and madness hidden between words dull your mind, and you leave this dark place knowing that you won't forget its grim secrets.

Each Party member gains 3 and 3 Wealth. If you **don't have** the **"Dismay"** part **7** status, each Party member gains 2 Exp; gain the **"Dismay"** part **7** status. Exploration ends.

370

You spend some time trying to understand the diagrams and find that they describe how to dispel an illusion. Inside is a box with a worn-down inscription starting with "S," but the rest is unreadable. You find jewelry, the most beautiful you've ever seen, and a small desiccated head that looks like it shouldn't be here.

Each Party member gains 1 If you **don't have** the **"Hidden Caches"** part **5** status, gain the **"Desiccated Advisor"** Item (if it's not available gain 2 Magic), 5 Wealth, and the **"Hidden Caches"** part **5** status. Then, Exploration ends.

371

A tarnished inscription adorns a bar in the house. You try to decipher it and find out that someone has signed your name on it. You tinker around this bar and manage to pry it open. You discover a fat sack full of gold and an old letter that crumbles in your hand. The only readable part says: "...forgive me. I wasn't able to find you, so I've hidden..."

If you **don't have** the **"Hidden Caches"** part **6** status, gain 6 Wealth and the **"Hidden Caches"** part **6** status. Exploration ends.

372

You step over the pig's body and search its home. You find some disgusting yet edible food, some trinkets and, what's surprising, a book. Unfortunately, its pages are filled with scribbles made of blood and charcoal, and they don't make any sense.

Gain 2 Wealth. Each Party member may gain 1 to gain 2 Food. Exploration ends.

373

"There is nothing on this island that remembers how a true human looks like, not to mention humanity's past. But there is a place outside the island that remembers. Far away from here, in the northeast – beyond the forest that barely belongs to Avalon."

If you have removed Location **238** from the game and replaced it with Location **258**, go to Verse 400. Otherwise, go to Verse 390.

374

The elder takes the relic offhandedly, as if it's a simple chalice. He looks at it carefully and scratches its surface with a yellow nail. He tosses it back to you. "You have my gratitude, hero." Then he leaves without a word, disappearing between the trees.

Each Character gains 2 Exp. Discard the Secret card **1**. Gain the Secret card **8** and the **"Gifts"** part **6** status. Exploration ends.

376

Something is not right. If the Fore-dwellers desire annihilation, why do they stick so close to this statue and the wyrdness, instead of dying? You start to suspect that the Pale Lady is mistranslating their words or lying. You should learn more about your options for saving Avalon before you make an irreversible decision.

Go back to Verse **4** in the Last City (**209**) Exploration Journal.

380

Shattered clay bowls litter the floor. From the old soot on the walls, you presume that these must have been primitive oil lamps. Unfortunately, all rooms you encounter on the way are empty or collapsed. And, in the end, a stone wall blocks the corridor. You must go back.

Roll a die and add your . Check your final result:

1–5 – *You fail to notice some loose stones in the floor. You fall on the sharp clay shards.* Each Party member loses 1

6+ – Nothing happens.

Then, go back to Verse 408.

382

You move between spiderwebs, trying not to touch them.

Roll a die and add the lowest value in the Party. Check your final result:

1–5 – *You touched the webs with your torch...* Each Party member loses 1 . Go to Verse 414.

6+ – *You manage to dodge bigger strings of webs.* Go to Verse 447

385

You perform the ritual, chanting strange words, and spraying pillars with your blood. To your amazement, the stones rise and start floating and rotating slowly. It may just be your imagination, but you think that the area became... friendlier?

Remove Location **241** from the game and replace it with Location **261**. Each Party member gains 2 Exp.

If you are **Sloan** and you **don't have** the **"Great Deed"** part 3 status, go to Verse 451.

Otherwise, Exploration ends.

387

You approach the strange woman – you know her! Once, you lead her here, so she could learn about her family and its curse. She couldn't have paid you for the journey back, so you abandoned her... You notice hatred in her eyes – she recognizes you too, but doesn't say anything. You apologize, knowing that it won't change anything. You don't ask for forgiveness, as you know you don't deserve it. You only ask if there's anything you can do for her.

She tells you that the only thing you can do is to stop coming back to the island. She's read the Stone of Memories and knows how many times you've returned under different names, in various times. It's time to die once and for all.

It seems like a good idea – dying. Nothing so far could kill you for good, but there's always this strange Fore-dweller city, Tuathan. You believe your definitive answer might lie there.

Niamh gains 1 Exp. Gain the **"Past"** part **2** status. Go back to the start of the Stone of Memories Exploration Journal (**242**) and make another choice.

388

This site is marvelous – the hot spring in the middle of nowhere is like an unexpected festival. You rest, warming your legs in the water and forgetting about your quest for a moment.

Each Party member discards the Exposure Marker. Exploration ends.

389

Lancelot opens his eyes and screams in terror, trying to get away from the blood-soaked four-armed monster. But when the Fore-dweller speaks, the man freezes in disbelief. "My Lady?" he asks. "You look... different."

"And you look the same as a thousand years ago, Lancelot," the Fore-dweller replies. Then, they start a conversation that you cannot fully comprehend – but you understand that the Fore-dweller monster is apparently the Pale Lady, a legendary figure from the past, the traitor of her race, and the savior of humankind. The man is Lancelot – a friend of King Arthur, and one of the original knights who came here from the Homelands.

Eventually, the Fore-dweller (or maybe you should start calling her the Pale Lady?) turns to you and tells you that she will lead you to Kamelot, where you have to find Menhir Rites – an ancient text about relighting menhirs. The future of Avalon depends on these rites, and they will enable you to travel easily through the island, pursuing your personal mission.

Gain Secret card **30**. Place the Fore-dweller model in Location **296**.

Go to Verse 330.

390

"The last one that has reached this place was a priestess, around four hundred years ago. She was living in the woods known as Forest of Whispers. Maybe there lie your answers."

If the **"Mouths of Tuathan"** Quest Card, **Chapter 10: Part 1**, is revealed, discard the Active Quest Pile; find and resolve the **Chapter 10: Part 3** Event card. Otherwise, nothing happens.

Go back to Verse 11 in the Mouths of Tuathan Exploration Journal (**262**).

391

In the end, you manage to explain that they have taken you for someone else. The inquisition departs without a word, leaving you bruised and miserable. You remember a foul fetch from the cliff and his promise to destroy your lives. He was almost successful.

Gain the **"Horrors"** part **4** status. Exploration ends.

392

A furious Fore-dweller finds you and tells you that you're pathetic failures. It declares that it'll save Lancelot on its own and rushes toward Colony.

Go to Verse 612.

393

You run away, but still, the hailstorm lashes your back with incredible power.

Each Party member loses 1 and 2. Move all Party members to Location **246**. Then, remove Location **245** from the game and replace it with Location **255**. Exploration ends.

400

"In recent times, a group of people almost reached the place. The one before them, around four hundred years ago, was a priestess living in the woods known as Forest of Whispers. Maybe there, you'll find your answers."

If the **"Mouths of Tuathan"** Quest Card, **Chapter 10: Part 1**, is revealed, discard the Active Quest Pile; find and resolve the **Chapter 10: Part 3** Event card. Otherwise, nothing happens.

Go back to Verse 11 in the Mouths of Tuathan Exploration Journal (262).

404

There is nothing here.

405

A deafening noise comes from Morrigan's neck and your head bursts with pain. Then, she calms, and writes that she is the goddess of war and that you should listen, not ask.

Each Party member loses 1 and gains 1.

- **Accept her quest** – go to Verse 283.
- **Decline** – go to Verse 428.

408

You approach another branch. You can go left, right, or go back. Each corridor looks the same to you.

If you **have** 3 or more , go to Verse 541.

Otherwise, choose one:

- **Take the left corridor** – go to Verse 479.
- **Take the right one** – go to Verse 380.
- **Leave the dusty cellars** – Exploration ends.

409

Guards lead you through narrow, dark corridors. They open a heavily guarded chamber that smells of musk and something sweet. The first thing you notice is an unnaturally tall woman with a large belly, then a man, shorter than her, but still taller than other people in this room. Both the woman and the man have dark skin, which contrasts the light complexion of other people around. They are introduced as the royal couple.

Go to Verse 203.

410

Your attempts of conversation enraged the man whose face suddenly changes – it becomes a shapeless mass of flesh, and, in an instant, it becomes your own visage. The man, or maybe a monster, draws their sword and charges at you.

Resolve the **"Fetch"** gray Encounter (Difficulty 3). It has a *Defensive* Trait in this Encounter. If you win, go to Verse 448. Otherwise, go to Verse 324.

411

You can't Escape from this Combat, even as a result of the **"You Are Dying!"** card.

You must fight to the death!

If you run out of Combat cards during this Encounter, discard entire Sequence and take all your Combat cards , shuffle them – they are your new Combat deck, and continue the Encounter.

At the start of the encounter place a Dial, and a Quest Token, pointing to 9 (-1 per Party member). Every time an Active player plays a card, count down the dial (after resolving full effect of the cards and any appropriate effects).

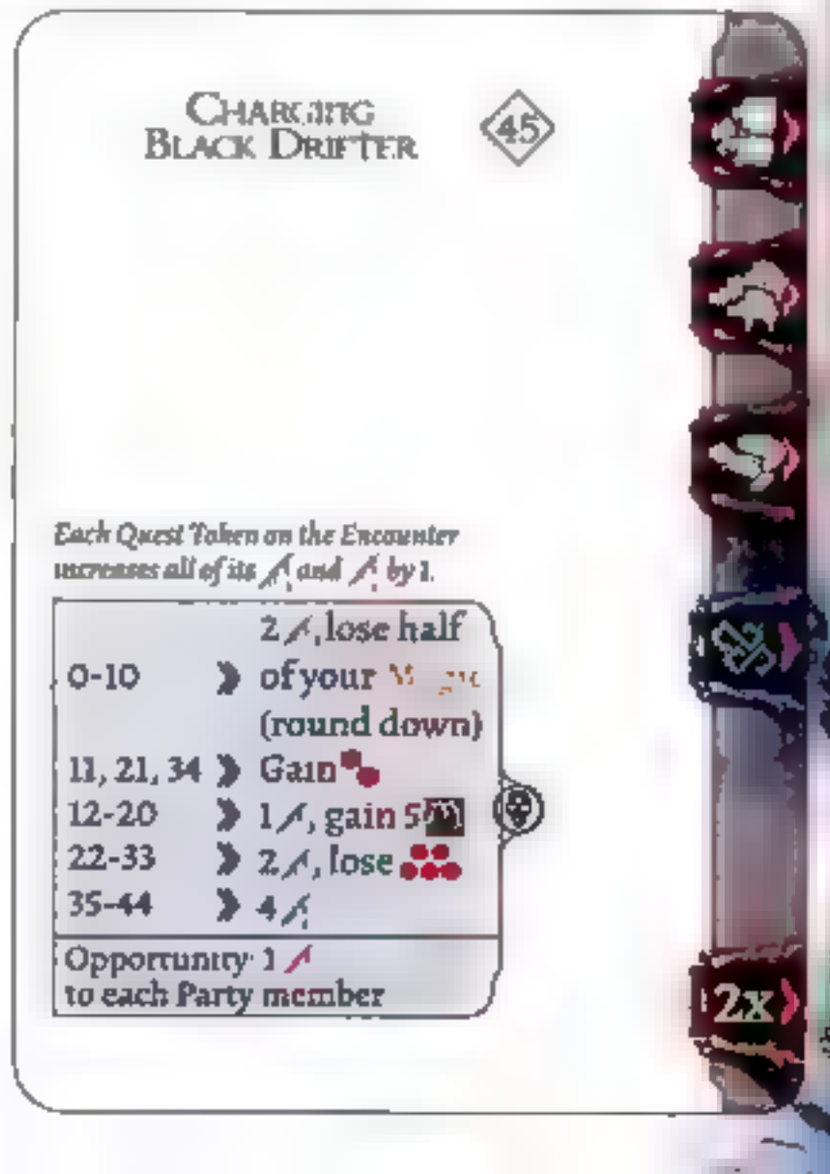
When the dial goes to 0:

- Set it to **9** (-1 per Party member) instead,
- Active Player's Playing Cards step ends immediately. Resolve an Opportunity attack and proceed to Enemy Attack step,
- After this Enemy Attack step, put a Quest Token on the Encounter. If there are no more Quest Tokens, nothing happens.

Each Quest Token on the Encounter increases all of its and by 1.

If you win – go to Verse 799.

Otherwise – the ritual is interrupted, and Avalon's reality is shattered – but you, lying dead on the bloodied white stone, won't see the dire consequences – you lose the campaign (but you still may use Allmother's Mercy).



412

You perform the activating ritual. The golden artifact turns to dust in the process, and the amulets glow with faint magic. You tinker with them for a time to discover how they work. Each can repel wyrdness, but each one focuses its magic differently

Gain 4 Secret cards **20**. Discard Secret card **44**.

Go to Verse 20.

413

You slowly and quietly open the door. Something abruptly whips it from your hands, and you see an enraged pig standing on two legs hurling a chair at you

Gain the **"Darkness"** part **1** status.

Each Party member loses 1 . Resolve the **"Reclusive Pigman"** green Encounter (Difficulty 2). If you win (or Enemy Runs Away), go to Verse 372. Otherwise, you flee and Exploration ends.

414

The webs catch fire, spreading quickly. Soon everything flares up with a blinding light, you hear ominous shrieks and hisses, and then, everything goes quiet. You enter the room, which smells of burning hair and flesh, where the smoking carcasses of giant spiders lie on their backs. This room was once a small library, but now everything lies in piles of crumbling ashes. But among the remains, you find a clay tablet containing a simple hex for opening magical barriers.

Gain the **"Darkness"** part **3** status. Then, Exploration ends.

415

"Tuathan is much younger than wyrdness that, according to its knowledge, is as old as Avalon. Or maybe even older. Fore-dwellers need it as much as humans need air. It's also essential for worlds to function properly."

Gain the **"Clues"** part **9** status and the **"Truth"** part **2** status.

Go back to Verse 11 in the Mouths of Tuathan Exploration Journal (**262**).

417

Greasy darkness spits you out onto a frozen river, into a sea of white, filthy worms. Lancelot stands, shaking maggots off. Pale Lady doesn't seem to notice the writhing worms, instead approaching where the menhir is trapped under the ice. She tells you what you must do to prepare the ritual, and Lancelot helps.

When the rite ends, you feel as if something has moved in the foundations of Avalon, something that has slept beneath snow and ice. You feel power pushing the wyrdness away, emanating with magic instead of absorbing it. The Fore-dweller looks somewhat smaller than before, but she is seemingly content with this outcome. Lancelot tells you that he must have given away too much magic, and he feels exhausted. But you – you feel light and unburdened. Without the wyrdness here, everything looks, smells, and feels better

Discard the **"Leaking Magic"** Secret card (**24**). From now, you won't be able to absorb magic from menhirs.

Place a Menhir model on Location **235**. Set the Menhir Dial to **8** (1-2 players), **7** (3 players), or **6** (4 Characters).

Go to Verse 431.

418

You try absorbing magic for the third time – you feel there is almost nothing left. As you wonder whether to give it another try, you hear the storm closing in. You look skyward and see the clouds collecting just above your head. A dense mist rises from the ground. Silhouettes wielding weapons appear within the fog.

- **Run as fast as you can!** – go to Verse 393.
- **Stay** – *You must know what happens next.* Go to Verse **446**.

422

You notice steam rising above the shrubbery. You approach the area and discover a hot spring amidst the freezing woods.

Each Party member gains 1 Exp. Gain the **"Means of Survival"** part **5** status. Go to Verse 388.

424

"Avalon is almost balanced. But the entity you call the Black Drifter disturbs the equilibrium – it sunders menhirs and saps the island's magic. If you kill creature and restore the menhirs, then every creature dwelling on Avalon could live a decent life. If the balance tips any further, it could bring doom to Avalon."

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Gain the **"Clues"** part **9** status and the **"Truth"** part **3** status.

Go back to Verse 11 in the Mouths of Tuathan Exploration Journal (**262**)

428

Morrigan accepts your refusal. She tells you that if you ever visit her queendom, her children will kill you without hesitation. She claps her hands, and her monsters barge in to escort you out of the Howling Nest.

Gain the **"Resentful Goddess"** status. Exploration ends.

429

"Crow's Nest," Pale Lady says. "This was the name of this city. People lived and worked alongside their goddess or – at least, they claimed to. But their influence and military power were strong, so others believed their stories."

Exploration ends

430

You don't know when this seal died, but it doesn't matter. Frozen meat remains edible for a long time.

Gain 2 Food (1-2 players) or 3 Food (3-4) players. Gain the **"Means of Survival"** part 2 status. Exploration ends.

431

Pale Lady asks you to listen closely. She tells you her goal – to cleanse Avalon, erase wyrdness, and make the island a place for humanity to thrive. You can now light menhirs again, and with this knowledge, Pale Lady wants to empower the giant menhir beneath Tuathan. But it is impossible, or rather extremely dangerous, without an exemplar of the forgotten laws of the human reality. All smaller menhirs were conjured to spread these rules that repel wyrdness, but over time the seed in them became corrupted.

The giant menhir that Pale Lady intends to wake remains a blank slate. It needs a model set of laws to replicate and spread. Pale Lady searched for a suitable object for centuries, but nothing on the island remembered the true human lands. Now, there is Lancelot, a man born in the Homelands, a paragon of knighthood. You must bring him to the Heart of Tuathan, the only place where the wyrdness is still strong enough for Pale Lady to alter reality. And she needs you too – she feels the same power inside you that she encountered many times within many great heroes who changed the history of the island.

Pale Lady calms now. She has everything she needs to repair this realm. She will wait under the Fractured Tower in the west – you should reach it without incident, since the menhir has dispersed the wyrdness. Lancelot, until now listening in silence, offers his help, but mentions he is still weak, and likely can't kill a wyrm with a single strike, as he did in the past.

Gain the Secret card **59**. Discard the Active Quest Pile. Find and resolve **Chapter 8: Part 2** Event card. Exploration ends.

Hint: Now, you can Explore the Still River to find a way west.

435

You reach Twisted Pathways, certain no one will follow. Lancelot, resting against a fallen tree, asks you why the menhirs are not working. You have powerful artifacts allowing you to move through wyrdness, yet nothing repels the deadly mist. Are there no druids to maintain the statues? He quiets as he sees a Fore-dweller approaching from the north. His eyes widen in fear as he realizes he carries no weapon with which to defend himself.

Each Character gains 1 Exp.

CONGRATULATIONS! You've completed your current Chapter! Discard all Event cards, including Active Quests. Then, either Save your game or draw a **Chapter 6** Setup card and follow its instructions to begin the next Chapter!

436

At any time during this Encounter, you may flip any of the following Secret cards: **57**, **63**, or **98** to ⬆.

If you win – go to Verse 667.

Otherwise, you fail to convince the Lady – she begins the ritual, and you have to protect her. Unflip all Secret cards that you flipped during this Encounter and go to Verse 653.

437

"This cromlech, known as Moonring, was once a center of the druidic order. Druids tended menhirs to protect humans. Most were killed by those same ungrateful humans. Don't ask me why – that knowledge is lost to time."

Exploration ends.

438

A frigid wind blows, and rime glistens on the grass. You know you're dreaming, but this vision is more substantial than the summer dreamland you're in right now. The sudden return of lucidity threatens to rip you toward consciousness, but you fight it — the place where your body sleeps is not reality! The real world waits for you somewhere else. Everything goes dark. When you wake, you look up at a cloudy sky as snowflakes dust your face.

Discard Secret card **29**. Discard all Location cards from the play area. Find Locations **238** (or **258** if **238** is removed from the game). Attach Location **237**. Then, move all Characters to Location **238**.

CONGRATULATIONS! You've completed your current Chapter! Discard all Event cards, including Active Quests. Then, either Save your game or draw a **Chapter 13** Setup card and follow its instructions to begin the next Chapter!

439

The beast doesn't attack, but its gaze and wailing cries still pierce your soul. The more you listen, the more the sounds resemble human words, but stretched and slurred. The creature lowers itself to the ground and continues speaking. You're almost sure it doesn't want to fight, but will host you inside its home.

- **Attack** – *It must be a trap!* Go to Verse 303.
- **Leave and don't go back** — *It's too risky.* Exploration ends.
- **Accept its invitation** – go to Verse 342.

441

Wyrdness and mist swirls and billows around this area. An unreasonable fear paralyzes you - a voice in your mind screams: run away!

- **Leave this unwelcoming place** – each Party member loses 1. Move each Party member to the chosen adjacent Location.
- **Go into the strange, horrifying storm** – go to Verse 260.

442

When you crack open the tomb, something leaps from it, lashing out with wicked claws.

Gain the **"Lost Treasures"** part **7** status. Each Party member gains 2. Resolve the **"Warped One"** purple Encounter (Difficulty 3).

If you win (or Enemy Runs Away) – go to Verse 449.

Otherwise, Exploration ends.

443

You hack through the webs, which proves an exhausting work. Large, hairy spiders fall upon you, attacking with painful bites. With your weapons and clothes covered in sticky webbing, you have difficulty driving them off.

Each Party member loses 3, the loss is reduced by their , and each Party member gains 3, the gain is reduced by their .

Go to Verse 447.

444

The guards host you in a small shack, offering a warm meal and a seat by the fire. But they won't let you into the city – the gates are closed to strangers.

If there is a **Special Event A** in the Event Deck, replace it with **Special Event D.** Each Character who is on this Location card gains 2 Food and loses 2 Exposure. Gain the **"Means of Survival"** part **8** status.

If you **have** the **"Riding Donkey," "Steadfast Palfrey,"** or **"Lucky Piglet"** Items, go to Verse 256.

If the **Chapter 3· Part 3** Quest card is revealed, Exploration ends.

Otherwise, go to Verse 71.

445

You deliver the prisoner to the town, and he thanks you for saving him from the monster and starvation. He gladly surrenders to the guards, but when he learns the punishment for escaping from the jail, he curses you. Soon, the executioner kills the man and throws his body into the compost pit. The village elder rewards you with a small gift.

Each Character gains 2 Rep. Gain the **"Missions"** part **2** status. Discard the Active Quest pile. Discard Secret card **12.** Each Party member gains **"Fiery Brew"** Secret card (**54**) or 1 Wealth. Find and resolve the **Chapter 2: Part 4** Event card. Exploration ends.

446

The sky literally falls on your head, and suddenly you find yourself amidst a roaring, ethereal battle. Ghastly Fore-dweller figures clash with human ghosts that also fight among themselves. Powerful wind, hail, and freezing rain lash at you.

Each Party member loses 1, and gains 1 and 1 Exposure. Remove Location **245** from the game and replace it with Location **255.** Then, Explore this new Location for free.

447

The room, likely a library at one point, holds several ruined books, but one might be of use. There are also some shattered clay tablets, and once again, one of them is intact. It describes a simple hex for opening barriers in these undergrounds.

Gain the **"Moldy Tome"** Item (or 2 Magic if it's not available) and the **"Darkness"** part 3 status. Then, go back to Verse 7 in the Undercastle Exploration Journal (**260**).

448

You kill the shapeshifter and look around the hut. You find some equipment and a vial full of mysterious liquid.

Gain 1 non-Companion Item and 3 Magic. Then, Exploration ends.

449

The contents of the coffin were destroyed by the struggling warped one. Only some gold finery is left intact.

Gain 4 Wealth. Exploration ends.

450

The four-armed warrior orders you to follow; it can show you the way through the Twisted Pathways. It's also going north, and the journey is harsh, so it will accompany you if you want. It can share some knowledge with you, and it can manipulate wyrdness to some degree. Asked why it wants to help you, the warrior only says that you might have similar goals.

Each Party member gains 1 Magic. Then, each Party member may choose one:

- lose 1 Exposure and gain 1 .
- gain 1 Food,
- gain 1 .

CONGRATULATIONS! You've completed your current Chapter! Discard all Event cards, including Active Quests. Then, either Save your game or draw a **Chapter 3** Setup card and follow its instructions to begin the next Chapter!

451

You have just created, or maybe repaired, this incredible structure. When the story of this miracle is heard, it will undoubtedly be memorialized in chronicles.

Sloan gains 1 Exp. Gain the **"Great Deed"** part 3 status. Then, if you **have** exactly 2 parts of the **"Great Deed"** status, go to Verse 510.

Otherwise, Exploration ends.

452

You enter a vast network of tunnels sprawling under the whole island like veins under the skin

If you want to retreat – Exploration ends. Otherwise, discard all Locations from the play area, then travel to:

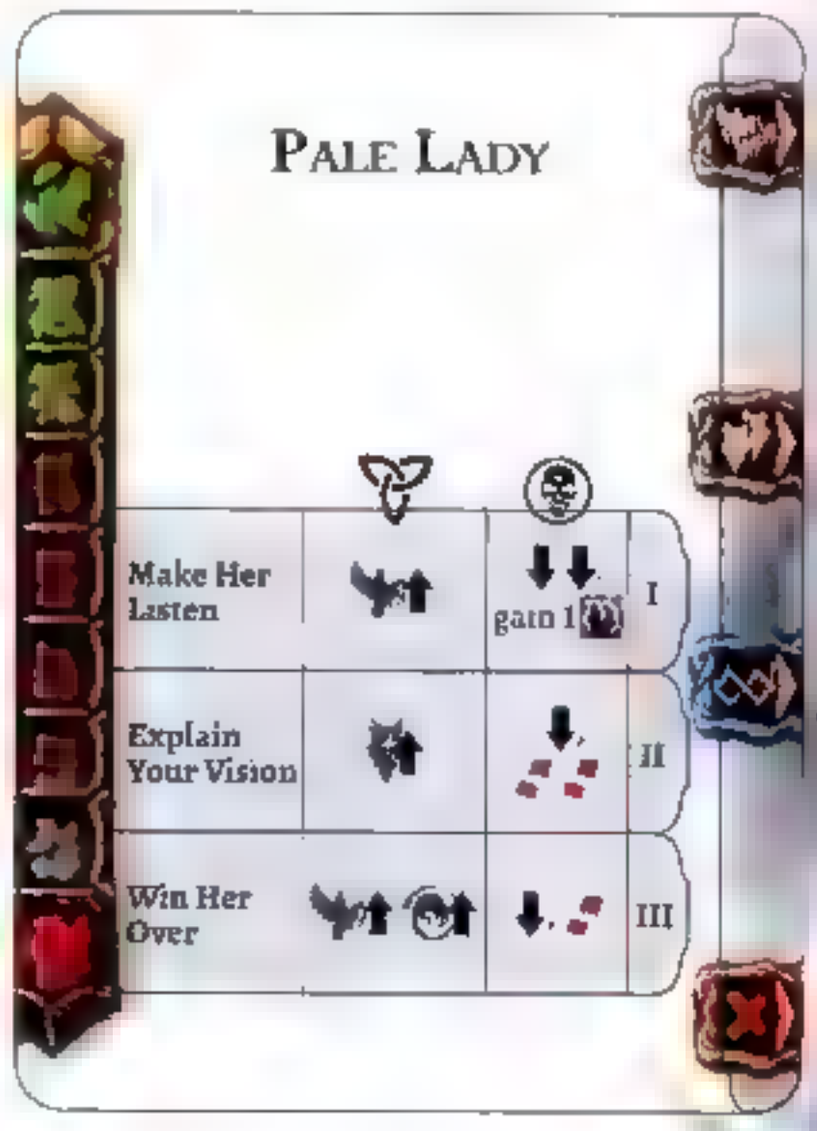
- **Devastation in the southwest** – place Location **263** in the middle of the play area. Move all Characters (and the Fore-dweller model if you have the **"Fore-dweller Ally"** Secret card) to Location **263**.
- **Heart of Tuathan in the northwest** – place Location **253** in the middle of the play area. Move all Characters (and the Fore-dweller model if you have the **"Fore-dweller Ally"** Secret card) to Location **253**.
- **Kamelot in the east** – place Location **205** (or **285**, or **295** if it was removed from the game) in the middle of the play area. Move all Characters (and the Fore-dweller model if you have the **"Fore-dweller Ally"** Secret card) to Location **205**.
- **Pit of the Dead in the northeast** – place Location **237** in the middle of the play area. Move all Characters (and the Fore-dweller model if you have the **"Fore-dweller Ally"** Secret card) to Location **237**.
- **Lonely Spire in the center** – place Location **226** in the middle of the play area. Move all Characters (and the Fore-dweller model if you have the **"Fore-dweller Ally"** Secret card) to Location **226**.

Then, each Party member gains 1 and Passes. Exploration ends.

454

If you win – go to Verse 722.

Otherwise, she throws you out of her tower – each Party member loses 2 . Exploration ends.



455

Pale Lady, together with Lancelot, looks at what remains of Kamelot. The knight is distraught. The Fore-dweller ignores him and unsentimentally tells you that she can't go into the castle, because defensive runes still repel her and her kin, so you must go alone to find the Menhir Rites. You ask Lancelot where to find them, but he doesn't remember – his memories are still hazy. All he knows is that they kept knowledge about menhirs and mysteries of the island in places marked with the Grail symbol – a simple cup or a goblet.

Each Character gains 1 Exp. If you **don't have** Secret card **30**, gain it and place Fore-dweller model in Location **227**. Discard the Active Quest Pile. Find and resolve the **Chapter 6: Part 4** Event card.

Exploration ends.

465

You hear slow, heavy footsteps behind you. A dead man approaches!

Gain the **"Horrors"** part **5** status.

If you **have** 2 or more , go to Verse 629.

Otherwise, resolve the **"Cold Wraith"** gray Encounter (Difficulty 4). If you win (or Enemy Runs Away), go to Verse 590. Otherwise, Exploration ends.

479

You reach the place that ends in a shimmering barrier you can't cross. It must be magical. Above, you see a weathered symbol depicting a cup, which suggests the place you're looking for lies behind it. You can't force it open, so you go back up to speak with the Pale Lady about it.

Each Character gains 1 Exp.

CONGRATULATIONS! You've completed your current Chapter! Discard all Event cards, including Active Quests. Then, either Save your game or draw a **Chapter 7** Setup card and follow its instructions to begin the next Chapter!

480

You knock at the door with dull thuds. You hear a surprised grunt from the other side, then distorted words: "without weapons," "let in," and "talk."

If you **have** 3 or more , you may go to Verse 560.

- **Leave your weapons and enter** – go to Verse 514.
- **Enter with your weapons** – go to Verse 413.
- **Leave this place** – Exploration ends.

481

Newly acquired power clashes with the frost inhabiting your heart. It's not a pleasant feeling – you burn and freeze at the same time.

- **Surrender to the agony** (each Party member loses 4 and gains 4) – go to Verse 551.
- **Push the new magic away** – go to Verse 579.
- **Destroy the cold in your body** (each Party member loses 2 and gains 2) – go to Verse 505.

482

You're invited to a humble dinner. It's refreshing after your oneiric venture through a familiar yet unknown land. Soon, Oisin joins you and scolds one man for rearranging archives without his knowledge. You overhear something interesting – the archive section containing knowledge about menhirs and wyrdness was moved under the northern wall, without changing the markings on racks. You decide to investigate tomorrow, but today you've earned rest in a real, comfortable bed.

When you wake, it's black. You're cold, and everything in your body demands some movement. When you manage to light up a torch, you find yourself in the archive. You brush away dust from your face and look around – nothing has changed, you must have fallen asleep. But still, something is not right. Out of curiosity, you search racks in the northern part of this place, marked with a symbol of squares and compasses – and there it is, three whole sections with detailed studies about menhirs and their function. Soon you're ready to leave with a stone tablet describing the detailed ritual of relighting menhirs.

Discard all Location cards from the play area. Place Location **205** in the middle of the play area (or **285** if **205** was removed from the game), place Location **260** atop this Location, and place all Characters there.

Gain the Secret cards **11** and **24**. Discard Secret card **70**. Each Character gains 2 Exp and 2 Magic.

CONGRATULATIONS! You've completed your current Chapter! Discard all Event cards, including Active Quests. Then, either Save your game or draw a **Chapter 8** Setup card and follow its instructions to begin the next Chapter!

488

You approach the warrior, and before you can speak, it shouts: "How could you let this happen? As always, humans prove to be nothing more than putrid filth!" You step back under the force of its voice.

"I'm sorry. I can't abide such senseless death," the creature adds in a quieter tone.

Each Character gains 1 Exp. Go to 450.

500

You were defeated – by cold, wyrdness, madness, or some oth er danger of frigid Avalon. Yet, your story doesn't end here. A kind entity, Allmother, almost forgotten by her people, still looks after her children – and she considers you worthy of her intervention. She stretches the logic of the world to dangerous limits and brings you back so you can continue your struggle

Gain the **"Saved by the Goddess"** status.

If you choose to invoke the Allmother's mercy and restart this Chapter, discard the Exposure Marker, reset your , , and tracks to their default positions.

Discard all Location cards along with Menhirs and Guardians. Then

Do not change your Events deck! You're continuing the last quest you were on.

- **Chapter 1** – restart the Campaign, using a new Save Sheet.
- **Chapter 2** – prepare Location **214** and place all Characters there. Attach Locations **213**, **202**, and **221**. Then, each Character resets their Food, Wealth, and Magic to 2.
- **Chapter 3** – prepare Location **235**, place all Characters and Fore-dweller model there. Attach Locations **225** and **236**. Then, each Character resets their Food, Wealth, and Magic to 2.
- **Chapter 4** – prepare Location **206** (or **286**, if **206** is removed from the game), place all Characters there. Attach Locations **237** and **238**. Place the Fore-dweller model in Location **237**. Then, each Character resets their Food, Wealth, and Magic to 2.
- **Chapter 5** – prepare Location **206** (or **286**, if **206** is removed from the game), place all Characters there. Attach Locations **237** and **238**. Then, each Character resets their Food and Wealth to 2, and Magic to 3.
- **Chapter 6** – prepare Location **235** and place all Characters there. If you **have** Secret card **30**, place the Fore-dweller model there. Attach Locations **225** and **236**. Then, each Character resets their Food and Magic to 3, and Wealth to 0
- **Chapter 7** – prepare Location **205** in the middle of the play area (or **285**, if **205** was removed from the game), place Location **260** atop this Location, and place all Characters there. Then, each Character resets their Food and Magic to 3, and Wealth to 0.
- **Chapter 8** – prepare Location **205** in the middle of the play area (or **285**, if **205** was removed from the game), place Location **260** atop this Location, and place all Characters there. Then, each Character resets their Food and Magic to 1, and Wealth to 0.
- **Chapter 9** – prepare Location **246** and place all Characters there. Attach Locations **243** and **208** (or **288**, if 208 is removed from the game). Place the Fore-dweller model in Location **243**. Then, each Character resets their Food and Magic to 3, and Wealth to 0
- **Chapter 10** – prepare Location **226** and place all Characters there. Then, each Character resets their Food and Magic to 2, and Wealth to 0.
- **Chapter 11** – prepare Location **238** (or **258**, if **238** was removed from the game) and place all Characters there. Then, each Character resets their Food, and Magic to 2, and Wealth to 0.
- **Chapter 12** – go to Verse 819.
- **Chapter 13** – prepare Location **226** and place all Characters there. If you **have** Secret card **30**, place the Fore-dweller model there. Then, each Character resets their Food, and Magic to 2, and Wealth to 0.
- **Chapter 14** – prepare Location **226** and place all Characters there. If you **have** Secret card **30**, place the Fore-dweller model there. Then, each Character resets their Food, and Magic to 2, and Wealth to 0.
- **Chapter 15** – prepare Location **226** and place all Characters there. If you **have** Secret card **30**, place the Fore-dweller model there. Then, each Character resets their Food, and Magic to 2, and Wealth to 0.

Then, resolve the Start of the Day and continue the game.

IMPORTANT: Using the All-mother's Mercy does not roll back time! Your actions may have already changed the world and cannot be rolled back. Therefore, it may be impossible for you to play Chapter differently than on your first attempt.

503

If you lose, it becomes aggressive – go to Verse 645.

If you win, it leaves – go to Verse 770.

505

Your body steams as the cold escapes your bones. It's incredibly painful, but in the end, you feel normal once again.

Discard the **"Cold Embrace"** Secret card (**48**) and gain the Secret card **52**. Exploration ends.

510

You've finally done it – you performed great deeds that will spark numerous tales and legends. You and your bloodline will perish, but your memory will live on. To honor this moment, you name your weapon Caladbolg, after the sword wielded by one of your great ancestors. Now, with your mission fulfilled, you can focus on other tasks.

Sloan gains 2 Exp and Secret card **45**. Gain the **"Great Deed"** part **5** status. Exploration ends.

514

Inside, you find a pig standing on its hindlegs holding a chair, ready to throw it. When it sees you carry no weapons, it lowers the chair and points you toward a bench. You sit – but suddenly the pig kicks it out from under you and attacks!

Gain the **"Darkness"** part **1** status

Resolve the **"Reclusive Pigman"** green Encounter (Difficulty 2). You can't use any **"Weapon"** or **"Shield"** Items during this Encounter.

If you win (or Enemy Runs Away) – go to Verse 372.

Otherwise, you flee and Exploration ends.

515

You want to enter one of the huts, but suddenly eerie ice creatures leap at you from inside.

Resolve the **"Frozen Wyrdness"** purple Encounter (Difficulty 3).

If you win (or Enemy Runs Away) – go to Verse 530.

Otherwise, Exploration ends.

526

The scattered remains of the barricade lie just outside the entrance to the chamber. As you enter, you find a huge sarcophagus standing open and empty. Candles, crumbled due to cold and time, surround an upturned ornate basin on the ground. A torn, faded vestment lies on the ground, along with a rusted torch holder. You also find a smashed shield covered in dark bloodstains.

When inspecting the tomb in detail, you find a set of ancient marks on the back of the sarcophagus, probably several hundred years old. The dust is thick and undisturbed.

If you **don't have** the **"Lost Treasures"** part **8** status, each Party member gains 1 Exp; gain the **"Lost Treasures"** part **8** status.

Go to Verse 301.

530

One of the walls collapsed during the fight, revealing a cache hidden under an unstable roof. Inside, you find a silver amulet.

Gain the **"Hidden Caches"** part **4** status. If you **have** the **"Legacy"** part **1** status, go to Verse 550. Otherwise, gain the **"Lucky Charm"** (if it's not available, gain 1 Wealth); Exploration ends.

531

The Allfather's priests with their vindicators approach you. You've never seen so many of them in the Mangrove Huddle. They accuse you of murder, collaboration with forces of wyrdness, and worshipping the heretic, the Allmother.

Resolve the **"Allfather's Inquisition"** blue Encounter (Difficulty 4). You can't Avoid it. When you win or fail the Encounter, go to Verse 391.

532

The monster clad in armor thanks you for saving the man, and it is disappointed that his own tribe killed him. It says it'll never understand the human sense of justice.

Each Character gains 2 Exp. Go to 450.

541

You can feel traces of magic in one of the corridors – the sensation is like you experienced near Mangrove Huddle's runes. It seems like a good option, so you go in this direction.

Go to Verse 479.

550

You feel a pleasant emotion when you look at the pendant. As if it was something lost that you found after many years.

Gain the **"Tarnished Talisman"** Secret card (**21**). Exploration ends.

551

The agony lasts for hours, or at least it seems that way. But, in the end, your body accommodates both the cold and the heat. However, your health was devastated by two dueling powers.

Gain the Secret card **52**. Exploration ends.

552

You spot black wings taking flight from the Menhir Meadow and heading to Icicle Forest. The beast emanates with powerful energy. It lands upon a small hill, obscured in opaque fumes.

When the creature departs, its aura has dimmed. You should investigate the hill to pursue your revenge.

Fyul gains 1 Exp. Gain the **"Fallen Wyrdhunters"** part **2** status. Exploration ends.

New Task: Investigate Icicle Forest and seek vengeance on the beast.

553

You submerge yourself in the vision once again. This time, the black liquid comprises a mass of Fore-dwellers emerging from the ground. But something confines them, preventing them from breaking free. You feel their suffering and impotent rage. It seems like human actions have disturbed something, but you're not sure what or why.

Each Party member gains 1 [illegible]. If you **don't have** the **"Truth"** part 1 status, each Party member gains 1 Exp; gain the **"Truth"** part 1 status. Exploration ends.

554

You don't want to contract Red Death, so you flee. The man doesn't mind you and gets back to work.

Not long after, you return – and discover that neither the man nor the building exist anymore. The hole in reality expanded and must have devoured them. Only some scattered tools lie on the edge of the hole. You wonder what happened here.

Gain Secret card **58**. Exploration ends.

556

You leave this pathetic creature and go after the Pale Lady.

Discard Secret card **59**. Gain the **"Dismay"** part 5 status. Go to Verse 628

557

You adjust the runes painted with soot on the palms of your hands and approach the barrier. It resists a little, but you man age to pass through. The air changes – it stinks of mold and something putrid. Your torch dims, its faint light uncovering the muddy corridor. Unsettling shrieks, howls, and growling fill your ears.

- **Retreat, you're not ready to explore this place** – Exploration ends.
- **Delve into the dark corridors** (requires all Characters)
  Be careful! Going back might be more difficult than expected! Go to Verse 630.

558

A small group approaches you. They are from the Stayers camp, and they ask you for help. They want to show that the Expedition can't be trusted, but to do it, they need you to distract the guards of their warehouse. In the meantime, they will sabotage their equipment and provision.

- **Help them with distracting guards** – go to Verse 240.
- **Refuse** – go to Verse 314.

560

You think that you hear stress and pent up aggression.

Go back to Verse 480.

561

Its gaze pierces you during a moment of silence. Then, the fetch starts weeping, and its body changes rapidly – from Lancelot to a monster, unwittingly wearing the face of Lancelot

- **Kill it** – go to Verse 580.
- **Convince it that it was acting like a Lancelot, so it can be the Lancelot** (requires 3 [illegible]) – go to Verse 633.
- **Leave it here** – go to Verse 556.

563

If you win – each Party member loses 2 Exposure; Exploration ends.

Otherwise, they call the guards – resolve the **"Allfather Vindicator"** gray Encounter. You can't Escape during the first Combat Turn. Then, Exploration ends.

565

Morrigan's body twitches, rising from the throne and snatch ing the head from your hands. The head changes under her touch, becoming younger, the hair once again black and shiny, the skin pale and unblemished. Morrigan places the head on her neck – the eyes open, blink several times, and she smiles.

"Thank you, hero. I was right to choose you as my champion." Her voice is deep and somehow sounds cruel. "You can count on my help when you are in true need. Also, my children won't hurt you anymore. Now, leave me. I have to celebrate my... reunion."

Discard the **"Morrigan's Head"** Secret card (**16**). Gain the **"Missions"** part 9 status and the Secret card **23** Each Party member gains 1 Exp. Exploration ends.

568

You feel an inner power waiting to be released. You open yourself to it, and powerful magic strikes the black spring, stopping the liquid from flowing. You're sure the marsh will dry up someday, and this forest will turn into a great hunting ground. You're glad that you did something good for this world.

Gain the **"Gifts"** part **2** status. Each Party member gains 2 **Exp** and loses 2 Exploration ends.

571

The meadow has changed – the ice statues were reshaped into claws pointing toward the menhir in the center. Blood stains everything, especially the menhir in the center – it has new runes painted on its surface. Before the hole in the building stands a man painting red symbols around it. He turns around, exposing his scarred face. His lidless, bloodshot eyes gaze upon you intensely. "It's you! I haven't seen you for ages. Literally." He laughs. "It took you long enough, but you can finally return the favor. Come, help me here." His stare, his presence – it's intimidating. You feel your knees shaking, fear paralyzes your body. You must escape!

Gain the **"Dismay"** part **8** status.

- **Help the man** – go to Verse 595.
- **Overcome your fear and attack** – go to Verse 614.
- **Flee** – go to Verse 554.
- **Inquire about details of the aid** – go to Verse 646.

575

As you go farther, the fumes filling the tunnels start messing with your mind. Finally, you get to a site with fresh air – you gather your thoughts, but you have no idea where you are. The place looks nice enough to set up camp and explore the underground from here.

Place Location **260** atop Location **205**. Then, move all Party members there. Exploration ends.

577

Those who want to stay in the Forest Sanctuary are in a better position, as most folks look at Expedition as lunatics. But you notice signs proving that the situation in the settlement is getting worse – people rely more on burning wood than on ice pillars focusing sunlight, some of the market stalls are closed. It's not a perfect place to live.

One of Expedition leaders, a slender woman with a scarred face, asks for your help – money and influence. You must act now, as her group will soon fall apart if nothing is done.

You may pay a total of 6 **Wealth** and **Rep** – if you do, go to Verse 314. Otherwise, you won't help her – go to Verse 335.

579

You push the heat magic away before it devours the precious, well-organized frost residing in your body.

Each Party member gains 1 **Exp.** Exploration ends.

580

One strike finishes this pathetic creature, freeing it from its anguish. You have no time for regrets – you need to save Avalon, but first, you must find out how. Without an object that remembers the human world, your quest might be forfeit.

Discard Secret card **59**. Go to Verse 628.

588

A powerful presence creeps into your mind and disables your senses. When the eternity passes, an eternity full of your desperate thoughts floating in the void, you wake. You lie on the snow before the temple, your heart beating frantically, your hands worn painfully.

Each Party member gains 2 and loses 1 . Exploration ends.

589

People gather supplies for the expedition into the depths of Forest of Whispers. Those few who wish to stay in the safe settlement cannot do anything to stop this exodus. Soon, this place will change beyond recognition.

If you **have** the **"Legacy"** part **10** status, go to Verse 726. Otherwise, go to Verse 558.

590

Tired, you press your back against a freezing wall. Then, you notice that under the layer of frozen cobwebs and dust, there is an entrance to a dark room.

Go to Verse 605.

592

You push forward into the storm. Swirling snow and ice blind you, and a frigid wind whips your face. You must turn back – your frostbitten feet won't take you any farther.

Each Party member gains 3 **Exposure.** Then, move each Party member to one chosen adjacent Location.

595

"Don't come too close, or you'll die." The man bursts into laughter. "Not everyone is blessed with the resistance to the Red Death." Then, he explains what you must do. He needs the menhir's power, and the ice claws can help focus it on the portal. You follow his instructions, and, suddenly, the building with the hole is turned inside-out and back again. The man throws his tools to you. "They are good tools, use them." Then, he steps into the portal, much bigger than before, and disappears.

Each Party member gains 1 **Exp.** Gain Secret card **58**. Remove Location **223** from the game and replace it with Location **273**. Exploration ends.

600

The Pale Lady waits nearby, pressing her hands to the helmet. She sighs and tells you she has been planning this for a long time, combing Avalon for years in a fruitless search for something that would remember the laws of human reality. And now, as she finally holds it in her hands – a bitter disappointment.

Now, she has only one lead left, but she'll need your help three stone sages reside in the south, and they know the island's secrets. But they won't speak with her, as they despise traitors. You can journey through tunnels carved beneath the island. One of the entrances is in her spire. And the other one is here, inside this hill

She shows it to you, and you descend into the darkness. The journey is long, scary, and unpleasant in almost every way, but it's fast. Soon, you emerge in the secret cellars of the Lonely Spire.

Each Character gains 2 Exp.

Discard all Locations from the play area and place Location **226** in the middle of the play area. Move all Characters and the Fore-dweller model there.

Hint: From now, you may use underground tunnels to reach certain Locations faster. Also, you must use them in order to reach the western part of the island.

CONGRATULATIONS! You've completed your current Chapter! Discard all Event cards, including Active Quests. Then, either Save your game or draw a **Chapter 10** Setup card and follow its instructions to begin the next Chapter!

601

You focus, trying to restore the memory of touching the grail. The wyrdness thickens around you as you reach into yourself and find the same bright power you obtained back then.

It isn't exactly hard, but parting with this power turns out to be extremely painful.

After everything is done, you feel a shadow of your former self But you do feel relief

Niamh loses 1 point of a chosen Attribute and 1 point of another chosen Attribute. **Niamh** gains Secret card **43**. Go to Verse 600.

605

If you **have** the **"Legacy"** part **8** status, go to Verse 620. Otherwise, read on:

You find an old rack with some bottles of warming mixture.

Each Party member gains 1 **"Fiery Brew"** Secret card (**54**). Then, Exploration ends.

606

You stand in the puddle of tainted blood, gasping after a harsh fight. The man finishes the last rune, and the portal before him widens. "A gift for you," the man says, throwing toward you his tools. Then, he steps into the void and disappears.

Remove Location **223** from the game and replace it with Location **273**. Gain Secret card **58** Exploration ends.

607

Many hours pass before the door opens. A woman clad in white robes enters the cell, and her first words are those of an apology. She is sorry you were mistreated, but the king felt something sinister in the woods and sent knights there. They encountered you and thought that you had to be the source of this evil presence. After the king heard the report, he decided that you were wrongly imprisoned. He will gladly see you later

Each Character loses 1.

Discard all Locations from the play area, then place Location **272** in the middle of the play area, then attach Location **274** to its right edge. Then, attach Location **271** to the upper edge of Location **274**. Move all Characters to Location **272**. Exploration ends.

608

"And why can't shadows touch a human who casts them?"

Gain the **"Strangeness"** part **8** status.

Go to Verse 670.

610

If you fail, you flee from the tower – Exploration ends.

If you win, the ghosts acknowledge that you are humans, and dissolve into thin air – each Party member gains 2 Exp; gain the **"Horrors"** part **7** status and go back to Verse 7 in the Fractured Tower Exploration Journal (**243**).

612

The Fore-dweller kills the guards at the gate guardians without blinking an eye. Then, the real slaughter begins. You've never encountered such a destructive power before – people die ripped in half by invisible forces, water and steam pipes burst as the Fore-dweller is going past them, the whole Colony shakes, almost collapsing. Soon, dead silence falls – Lancelot is saved, but at what cost?

Remove Location **206** (or **286**) from the game and replace it with Location **296**.

Each Character gains 1 Exp, 4 and loses all Rep. Gain the **"Horrors"** part 1 status.

Congratulations? You've completed your current Chapter. Discard all Event cards, including Active Quests. Then, either Save your game or draw a **Chapter 6** (not **Chapter 5**) Setup card and follow its instructions to begin the next Chapter!

614

When you draw your weapon, the man shakes his head. "My road was too long and too painful to end with you. Begone!" He abruptly vomits a ball of clotted blood, which rolls toward you, growing with each heartbeat.

Resolve the **"Plague Embodiment"** purple Encounter (Difficulty 4). If you win (or Enemy Runs Away), go to Verse 606. Otherwise, you flee and the monstrosity melts into a puddle of congealed blood – go to Verse 554.

615

The Pale Lady lays her palms on Lancelot, who loses consciousness. She, on the other hand, begins a strange, hypnotic dance. A cloud of wyrdness surrounds them – stone towers and fortresses rise and collapse inside it in total silence. Even though the sight is mesmerizing, you focus on the wastes, looking for dangers. Soon something comes – as the intensity of the wyrd ness attracts something – another Fore-dweller

Flip **"Lancelot"** Secret card (**59**) face down.

- **Prepare your weapons** – go to Verse 645.
- **Face it with your wits** (requires at least 3 or at least 3) – go to Verse 690.

616

"Your kind always asks this question. It's not a place. And, certainly, it's not a place for you and people from your Avalon."

Gain the **"Strangeness"** part 7 status.

Go to Verse 670.

620

A decayed canopy hangs over an enormous bed. Tapestries drape the walls, depicting commoners decapitating bound knights with great joy. The faces of executioners are unrecognizable, the fabric is worn-off, but they are somewhat familiar. In the room, you find several flasks, some of them still full, and shining trinkets.

Each Party member gains 1 . Gain the **"Petty Trinkets"** Item (if it's not available gain 1 Wealth) and the **"Fiery Brew"** Secret card (**54**). Then, Exploration ends.

621

You carefully bypass the mud puddle that looks deeper than others. Then, you notice glowing eyes in the dark.

Resolve the **"Bog Maiden"** green Encounter (Difficulty 3). Start with 2 (3-4 players) or 4 (1-2 players) markers in the Combat Pool. If you win (or Enemy Runs Away), go to Verse 575. Otherwise, you flee towards the exit and force your way through the barrier – Exploration ends.

625

"You're just like I was. And like all your predecessors. There is no riddle, no questions, and no answers - but I know that my words won't repel you. Ask, let's get it over with."

- **Ask what this place is** – go to Verse 616.
- **Ask why people of Avalon can't reach this place** – go to Verse 608.
- **Ask why he is not helping people of Avalon** – go to Verse 643.
- **Ask him what you should do to save Avalon** – go to Verse 651.

628

If you're playing **Niamh** and you **don't have** the **"Past"** part 3 status, go to Verse 634. Otherwise, go to Verse 600.

629

The monster doesn't look hostile. You draw your weapon but hesitate to attack. And it was a wise decision – the creature clad in a ragged livery bows stiffly, revealing an entrance hidden behind the cobwebs, and then slowly departs.

Each Party member gains 1 Exp. Go to Verse 605.

630

If you **have** the **"Legacy"** part 17 status, go to Verse 637.

You follow the corridor, feeling like you're entering the bowels of a giant beast. Something fetid trickles from the ceiling, and mud sticks to your boots, hindering your unpleasant walk.

Each Party member loses 1. Roll a die and add your . Check your final result:

1-4 – go to Verse 642.

5+ – go to Verse 621.

631

If you **have** the **"Allfather's Blessing"** status, go to Verse 639. Otherwise, go to Verse 607.

632

You encounter a desiccated, frozen body with its arm pierced with bright red spikes. They look like a strange bracelet. When you touch the bracelet, the barbs retract, allowing you to take it off easily. You almost feel its craving for your blood.

Gain the Secret card **38** and the **"Mysteries and Visions"** part 9 status. Exploration ends.

633

The fetch stands, purple tears dripping from its wrinkled cheeks. Its silhouette shifts and stabilizes, the fake skin once again covering the strange flesh. Soon, Lancelot stands before you again.

"You are right," he says. "If there's one thing I learned from Arthur, it is that our actions define us, not our provenance. I acted like Lancelot for so long – I might just as well remain Lancelot."

He vows to help you in your heroic deeds, as a true knight of the Round Table would.

You may flip **"Lancelot"** Secret card (**59**) face up. Each Party member gains 1. Go to Verse 628.

634

Now that fetch's fate is decided, you return to the memories of Arthur and his citadel. They woke something in you. You know you were in Tuathan before! Inside Arthur's citadel, there indeed was something radiant; sacred. You took it, because taking shiny things is what you do, and it changed you into what you are now. An immortal wanderer, bound to travel Avalon forever.

Was it truly "forever?" A millennium has passed since then. Maybe your penance is complete. Maybe all it would take is to return the life-giving power that seeped into you from the True Grail when you touched it...

Gain the **"Past"** part **3** status.

- **Do nothing** – *Returning to Avalon, life after life, has its benefits. At least you won't fear what lies beyond death.* **Niamh** gains 2 Exp. Go to Verse 600.
- **Set the power free** – *It will be painful and costly.* Go to Verse 601.

635

You have a feeling that the story about freeing the chalk god will be told for many centuries. But will it satisfy your longing for immortalization?

Sloan gains 1 Exp. Gain the **"Great Deed"** part **1** status. Then, if you **have** exactly **2** parts of the **"Great Deed"** status, go to Verse 510.

Otherwise, Exploration ends.

637

You follow the corridor, feeling like you're entering the bowels of a giant beast. And, suddenly, a chasm crosses your path it's not that wide, but only a narrow, ramshackle bridge leads to the other side. You expect wind blowing from the depths, but the air is still and stale - it smells of ancient dust and something disgusting.

You try setting foot on parched planks of the bridge, and it seems they will endure your weight. You cross the bridge, trying not to look down. You start breathing again when you stand on a muddy rock on the other side.

Go to Verse 638.

638

The air is even mustier here and becomes damper. Deep slits cut walls of the winding tunnel you follow - you fear to reach inside. The way is long, and you wonder why builders dug it this way - was it because of the natural caves' structure, or was it something else?

If you **don't have** the **"Darkness Gift"** status and **have** at least 2 or 2 , go to Verse 647. Otherwise, go to Verse 575.

639

The door opens, and an elderly man with a long, gray beard comes into the cell. He doesn't waste time introducing himself: "I'll help you escape and find your... exemplar. I want one thing in return - you will show it to me before you leave." The man falls silent and waits for your answer.

- **Accept his offer** – go to Verse 720.
- **Decline** – *You will be released soon, won't you? It's all just a misunderstanding.* Go to Verse 607.

640

Your soul is brutally ripped from your body and tossed into the void. It rests there for a time, waiting for the world to claim it back. You exist mindlessly for a moment of eternity, then you find yourself before a grand castle, traveling alongside Osin.

Each Character loses all Exp, restores all , loses all and , resets their Food and Magic to 2, and resets their Wealth to 0. Place all Characters in Location 190 and Explore it for free.

641

If you **have** the **"Cracked Sanctuary"** part 4 or 5 status, you did what you can; Exploration ends.

Otherwise:

- If you **have** the **"Cracked Sanctuary"** part 2 status, go to Verse 589.
- If you **have** the **"Cracked Sanctuary"** part 3 status, go to Verse 577.
- Otherwise, go to Verse 650.

642

You enter a deep puddle of thick mud. While you try to free yourself, something leaps at you from the dark.

Resolve the **"Bog Maiden"** green Encounter (Difficulty 3). It has an *Ambush* Trait in this Encounter. Start with 2 (3-4 players) or 4 (1-2 players) markers in the Combat Pool. If you win (or Enemy Runs Away), go to Verse 575. Otherwise, you flee back to the entrance and force your way through the barrier – Exploration ends.

643

"I did enough. This situation – your presence here, your questions is the best proof of my deeds."

Go to Verse 670.

644

Pale Lady waits for you atop the monument, her armor shining in the sunlight. Several others surround her and touch her helmet in reverence. They look calm and content. When you approach, the Lady turns toward you and says she has prepared everything with the help of the locals. She also noticed that Black Drifter has been more active recently, and the great power released during the ritual will undoubtedly lure the monster, so she'll need your protection.

She adds that she would like to end this quickly, but if you feel unprepared for the upcoming battle, she advises you to find some allies across the island - you probably have made some during your travels.

You think about her words and ponder if you would be able to perform the ritual instead of her and convince her to protect you. She repelled Black Drifter during your travels, so it may be wise to try it.

- **Convince the Lady to allow you to conduct the ritual** (this will end your Campaign) – go to Verse 662.
- **Begin the ritual** (this will end your Campaign) – go to Verse 653.
- **Leave** – *This may well be the most difficult battle you ever thought. You want to rest and prepare beforehand.* Exploration ends.

Hint: If you have any allies on the island, it would be wise to ask them for help.

645

The monster attacks, swinging four arms with little grace, fueled only with hate and aggression.

Resolve the special **"Stray Fore-dweller"** purple Encounter in Verse **183.**

646

The frightening man responds in a bleak voice: "I want to escape this frigid place, find a vulnerable area, and take it under my rule."

- **Agree to help** – go to Verse 595.
- **Attack the man** – go to Verse 614.
- **Run away from this madman** – go to Verse 554.

647

Tunnels are too confusing, too uncomfortable, and too regular in their irregularity – they must have been created for some purpose. And you're sure it was a military purpose. You scrabble around an area without strange slits and find a wooden door masked to resemble stone – it's not hard to be fooled in this darkness.

It's an entrance to the second tunnel, full of rusted weapons, broken levers, and other contraptions. From the slits in the walls, it would be an easy task to attack assailants trying to cross the tunnel. You search the area for something useful and find a weapon that is still in good condition.

Gain 1 **"Weapon"** Item and **"Darkness Gift"** status. Go to Verse 575.

648

It doesn't make any sense – why is there an underground den with nothing inside? Additionally, the frozen body can't be there by accident. You search every inch of this place and find another passage under the corpse. Deeper below, there is a vast chamber with an awe-inspiring Allmother's statue and three still priestesses kneeling before it.

If you **have** the **"Allfather's Blessing"** status, go to Verse 588. Otherwise, go to Verse 782.

649

You approach the source of the sounds. As you walk, you notice the strange behavior of nature, as if it doesn't accept your presence here: birds stop singing when you go past, ferns fold their leaves, escaping from your touch. Finally, you leave the forest and are greeted by a wonderful sight – a snow-white castle nestled atop a clear lake.

Two knights ride toward you from the castle. Their armor reflects bright sunlight, shiny horsehair unmarred by a single speck of dirt. You call out to them, but they don't respond. Instead, they take out their weapons and charge you. You try defending yourself, but you feel like a child with a stick fighting a wyrdbear. Soon, a knight transports you, tied behind a saddle, towards the castle gate. You end up in the dungeon, which also looks just as perfect as everything in this strange realm. A barred window looks out on the lake and sky, showing everything a prisoner may yearn for. Your pallet is clean, and a bucket in the corner is hidden behind a short, elegant folding screen.

- **Wait** – go to Verse 631.
- **Try to escape** – go to Verse 700.

650

If you **have** the **"Legacy"** part **2** status, go to Verse 577. Otherwise, go to Verse 589.

651

"Avalon doesn't need saving. It was, it is, and it will be. Humanity, on the other hand, requires salvation. But do they deserve it?"

Go to Verse 670.

652

You carve symbols nested in other symbols – like those seen near the shifting statue in Tuathan. When you finish your work, the symbols start changing slowly, almost insensibly. Gradually, it will bring wyrdness back to Avalon.

Each Character gains 1 Exp. Gain the **"Carving"** part 1 status. You may travel to another menhir – go to Verse 835, or keep adventuring if you have any unfinished business on the island – Exploration ends.

653

The Pale Lady stands between three eyes of the monumental menhir and hits the stone under her feet with a pickaxe. White shards scatter around, and the Fore-dweller smashes again until there is a hole in which you could fit a human head. She kneels and places the Grail there.

"Don't watch me, look out for the Black Drifter," she snarls. Then, she starts chanting in the mind flaying language of the Fore-dwellers, and the reality bends around her – the Grail retains its perfect form, but the air shimmers and the giant menhir begins to slowly transform. It's hard to avert your eyes, but the Pale Lady is right – you have to protect her now.

Soon, you feel a tremendous power behind your back – the menhir activates, but its influence is now stronger and stranger, a feeling similar to the one you had in the summer land of Corbenic. The air shouldn't smell like this. Or maybe it is you who shouldn't be here? Your thoughts are interrupted by the sight of the shadow in the sky – the Black Drifter is here!

Resolve the special **"Charging Black Drifter"** purple Encounter in Verse **411**.

661

If you **have** the **"Carving"** part **1** status, you already did your work. You may travel to another menhir – go to Verse 835, or keep adventuring if you have any unfinished business on the island – Exploration ends.

If you **don't have** the **"Darkness"** part **8** status, go to Verse 665.

Otherwise, you may pay 1 and 1 Magic per Character to start carving:

- the **"Decision"** part **1** or **5** status, go to Verse 701,
- the **"Decision"** part **2** status, go to Verse 669,
- the **"Decision"** part **3** status, go to Verse 652.

662

You start explaining to Lady that she's better prepared for fighting the flying monster, and you, with a little guidance, can perform the ritual yourself. You saw Corbenic, you were in the place the exemplar is from, and you have mastered magic. She shrugs but listens to you.

Resolve the special **"Hesitant Pale Lady"** blue Encounter in Verse **436**.

665

As you approach the menhir, you feel a frigid wind lashing at your back. You turn and see the portal larger than ever – its gaping maw stabilizes in reality, slowly devouring the surrounding snow. It's trying to eat you as well. A sudden pressure manifests, and you are slowly but steadily pulled toward the portal.

Roll a die and add your . Check your final result:

1-7 – go to Verse 679

8+ – go to Verse 668.

666

Beasts catch up to you. You fall to the ground and are swarmed by monsters. They bite and slash at you with their mutated claws. They leave, seemingly satisfied. You, on the other hand, want to stand up and escape, but you can't – you can only crawl, bleeding from countless wounds.

Each Party member with Secret card **66** loses 4 and gains 6.

Each Party member without Secret card **66** loses 2, and gains 3 and Secret card **66**.

Exploration ends.

667

You carefully carve a hole in the Weeping Watcher's visage and place the Grail there. Then, you focus all the magic you can to inscribe powerful runes in the white stone - it's not easy, as something (or someone) inside the stone opposes your actions. You're not surprised: this menhirs' very purpose is to stabilize reality, and you try to harness its power to warp this reality instead.

Finally, everything is prepared, and you start forcing the laws embedded in the Grail into the menhir's structure. The statue activates instantly, pushing the wyrdness and the new reality away - but you fight it with your power and knowledge. On the periphery of your vision, you notice the Pale Lady casting spells against the charging Black Drifter, as locals try to help her any way they can.

But you mustn't think of it, you have to trust them. The worst thing about this ritual is that you feel that the new order you try to impose upon this world is somewhat wrong. The more you change your surroundings, the more you feel like an outsider, someone dirty who trespasses a sacred ground - the same way you felt in Corbenic. But you have to finish it. And you do.

Drenched in sweat, you look around - no change is visible, but you're sure that you put the world in motion. Pale Lady is victorious and now tends wounds of the people who fought beside her. You want to help, but you sit instead, as your legs are too weak.

Go to Verse 799.

668

You struggle with all your might to hold the statue, and, after a while, the portal flickers and fades. The force pulling you toward the hole in reality disappears, leaving you alone with thoughts what horrors you have dodged this time. You also wonder how long this portal will last before vanishing away.

Each Party member loses 1. Gain the **"Darkness"** part **8** status. Go back to Verse 661.

669

Repairing the menhir isn't an easy task – you must scrape off the frozen blood, smooth out the cracks made by frost, rework almost every rune. But in the end, your work is done – you know it's only your imagination, but this place seems less... grim.

Each Character gains 1 Exp. Gain the **"Carving"** part **1** status. You may travel to another menhir – go to Verse 835, or keep adventuring if you have any unfinished business on the island – Exploration ends.

670

"You think you have achieved something. You didn't. Maybe after a thousand years, you'll learn which questions you should ask," the king says, visibly strained. "Come back to me. In better times, with better lives."

Gain Secret card **91**.

Hint: You may find two other cards you require in the other two campaigns: The Fall of Avalon and The Age of Legends.

If you **have** Secret cards **90**, **91**, and **92**, go to Verse 678. Otherwise, Exploration ends.

671

You can use Secret cards **57**, **63**, **89**, and **98** even if they will exceed your Companion Item limit.

You can't Escape from this Combat, even as a result of the **"You Are Dying!"** card.

You must fight to the death!

If you run out of Combat cards during this Encounter, discard entire Sequence and take all your Combat cards , shuffle them – they are your new Combat deck, and continue the Encounter.

At the start of the Encounter place a Dial, and a Quest Token, pointing to 9 (-1 per Party member). Every time an Active player plays a card, count down the Dial (after resolving the full effect of the cards and any appropriate effects).

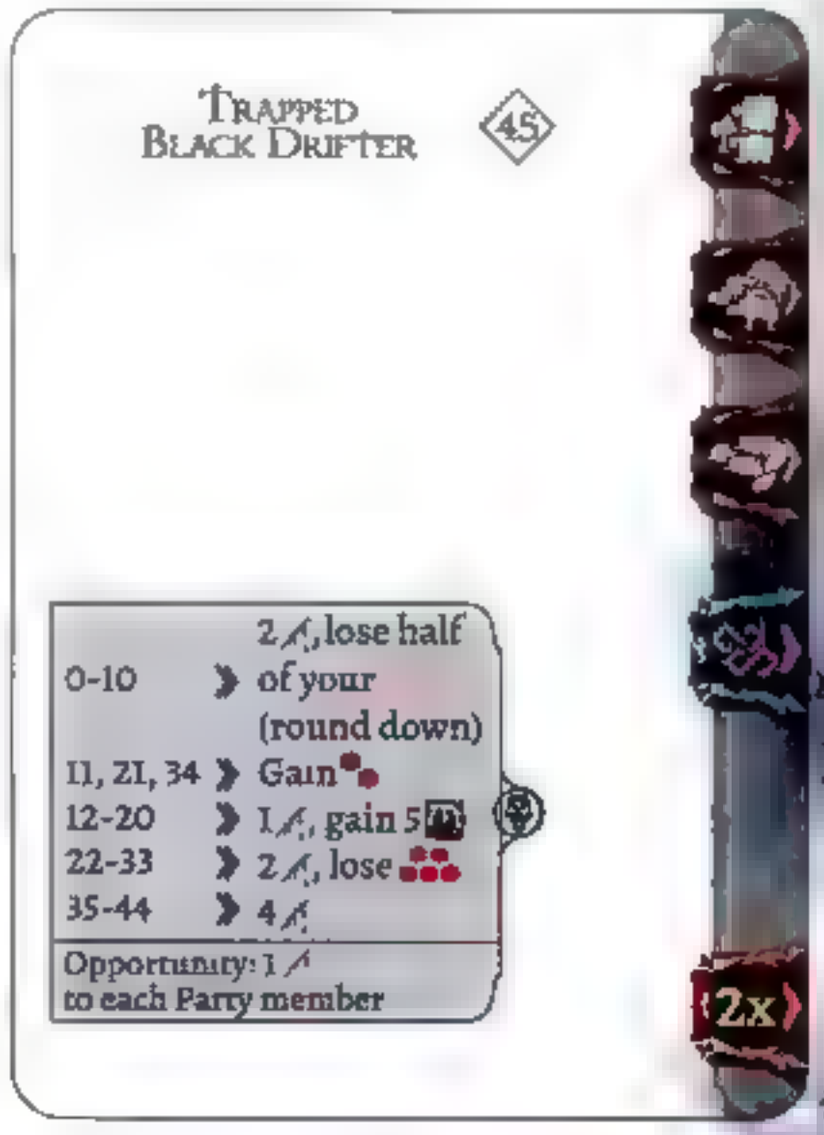
When the Dial reaches 0:

- Set it to **9** (-1 per Party member) instead,
- The Active Player's Playing Cards step ends immediately. Resolve an Opportunity attack and proceed to Enemy Attack step,
- After this the Enemy Attack step, put a Quest Token on the Encounter. If there are no more Quest Tokens, nothing happens.
- Each Quest Token on the Encounter increases all of its and by 1.

Each Party member has bonuses depending on their Attributes in the following Encounter. They gain all bonuses according to the table below. E.g., if a Party member has 4 , they don't have to discard cards during End Turn phase, and they draw 1 more card during this phase.

If you win, go to Verse 799. Otherwise, you die – see the **"Death and Insanity"** chapter of the Rulebook for more information.

Attribute Level	Empathy	Caution	Spirituality
3	Prevent 1	Draw 1 more card during the End Turn phase.	At the beginning of the Encounter, gain 8 Magic.
4	You can prevent	You don't have to discard cards during the End Turn phase.	When you play a card, gain
5	Playing the first card during each player's Activation doesn't progress the Quest Dial	All Party members ignore Quest Tokens on the Encounter.	All Party members can connect Magic Keys without paying with Magic.



672

You try entering a trance, despite the horrible weather. You succeed and catch the attention of a ghostly warrior she quickly tells you that you should run, because this isn't a place for civilians. Then, she curses that not only she has to fight other soldiers, but also the Fore-dwellers who joined the fray unexpectedly.

The battle is pure chaos. Pain and cold rip you from your trance, and you feel you must hide.

During the brief time of the rapture, you've discovered that frost of Avalon can trap echoes of long-lost souls. And if you find places with this phenomena, you could easily drain some magic from them.

Each Party member loses 1 and gains 1 Exposure.

If you **don't have** the **"Horrors"** part 9 status, gain Secret card 74 and each Party member gains 2 Exp; gain the **"Horrors"** part 9 status. Exploration ends.

678

You think that you know the question Arthur mentioned before... But you must mull it over. And when you do, you'll return to this strange land.

Exploration ends.

679

You struggle to hold onto the menhir, but you're too weak. As you get closer and closer to the terrifying portal, your whole body starts shivering under its frigid presence. With your last strength, you grab some planks protruding from the ground, straining your hands, but also stopping in place.

As you fight for your life, visions come to your mind. You see a dark place of chains and blood, all of them rattle as a man tries to break free. You see glass jars filled with oily blood there are tubes connecting them to the man. He screams in pain and terror. You notice a hulking creature with scaly arms and a proud, brazen mask that stands by and takes note on a wax tablet.

The vision and the force pulling you stop abruptly at the same time. You lie on the ground, trying to calm yourself. You have a menhir to rework.

Each Party member loses 1 and gains 2 and 2 Exposure. Gain the **"Darkness"** part 8 status. Go back to Verse 661.

680

After you overcome the initial shock caused by the beauty of everything around you, you discover that the weather here is extremely hot. The air smells like fragrant resin, you hear joyful music and cheers coming from the distance. Trees surrounding you stand as tall as the one in Mangrove Huddle. They look too perfect, like monuments or an idea, but not real plants. Also, your wounds have closed, your mind has calmed, and your body regained its vigor. You feel as you are not you anymore, but a better version of yourself

Each Character discards all Companion cards – it seems they were denied entry into this world. Each Character discards the Exposure Marker, restores all and and loses all . Go to Verse 649.

689

Resolve the special **"Pale Lady"** blue Encounter in Verse **454**

690

You block the path to the hill and spread your arms to show that you don't want to fight. You try to look confident, but your heart quails.

Resolve the special **"Reluctant Fore-dweller"** blue Encounter in Verse **503**.

699

The fetch decides to become a true Lancelot – it feels like him, and his true nature won't stop him. He confides to you that he plans to travel around the world and help those in need, hoping to find out how to make Avalon a place where sentient creatures of wyrdness can live alongside humans. But then, as the last strands of the wyrdness disappear around you, he falls to the ground, screaming in pain.

If you **have** the **"Missions"** part 9 status, go to Verse 714.

Otherwise, go to Verse 796.

700

You spend hours looking for any flaw in the security, but everything is perfect. The door is made of sturdy wood, bars in the window don't budge. You even try mortar in the wall, but it doesn't crumble. You must wait – there's nothing you can do.

Each Character loses 1 . Go to Verse 631.

701

New curves and runes allow the menhir to continue working, but also to transfer its energy toward Weeping Watcher. You even manage to engrave symbols in the frozen blood that now power this ritual.

Each Character gains 1 Exp. Gain the **"Carving"** part 1 status. You may travel to another menhir – go to Verse 835, or keep adventuring if you have any unfinished business on the island – Exploration ends.

707

If you **have** replaced Location **241** with Location **261**, go to Verse 794.

Otherwise, go to Verse 738.

709

"I need to calm down. I'm too human, too unreliable. Give me a moment of solitude," Pale Lady says to you and wanders off. You're left with the fetch, who wakes up, looks at its gnarled hands, and asks with fear: "What happened? Why I'm like... this? What am I?"

- **Kill the monster** – go to Verse 580.
- **Tell it that it is a fetch, not a Lancelot** – go to Verse 561.

710

Black Drifter lies on the stone face, its dark blood flowing from the statue's eyes and mouth. Cheering people don't realize they are witnessing the death of a thousand year-old being whose only fault is that it was scared of wyrdness, just like them. And even if they knew, it wouldn't matter to them – the ritual is complete, and from now on, the island will change for the better.

If you **have** the **"Decision"** part **5** status, go to Verse 748.

Otherwise, go to Verse 759.

711

High shelves, many broken under their own weight, hang everywhere. Books, stone tablets, scrolls, and parchments lie scattered on the floor and stuffed in the racks. Frescoes adorn the walls, and one catches your attention – a tall hero stands by a prone man and defends him from a giant wyrdbear.

- **Study arcane knowledge** (pay 1 per Party member) – each Party member gains 2 Magic. Then, make another choice.
- **Look for the Menhir Rites** (only if you **don't have** the **"Darkness"** part **4** status) – each Party member loses 2 . Go to Verse 727.
- **Find out how to stabilize menhirs** (requires the **"Decision"** part **2** status; this will end your day!) – go to Verse 739.
- **Go back to the camp** – Exploration ends.

714

Powerless Morrigan watches as her children writhe in agony for days. To save them, she had to help them adapt to the wyrdness. Now that it disappeared, this adaptation proved a deadly burden. Their passing is long and cruel. A divine heart is sturdy, but it can break like every other heart – with nothing to keep her here, and with her ears filled with the screams of her tribe, Morrigan, consumed by sadness and anger, curses humanity and leaves Avalon.

Go to Verse 796.

715

Amidst the airy dream that is Corbenic, behind the mists alight with gold, you find the Fisher King, still stooped over his oaken rod at the edge of a woodland lake. His weary eyes watch the water for ripples. The walls of the castle shine a pristine white, reflected in both his gaze and the mirrored surface of the lake. You hear only the buzz of dragonflies and your own heartbeat in this realm of contemplation.

"So, you've witnessed my failings," the King says. "You were there in the beginning, at humanity's fall, and at the end. You followed a path that began in the depths of Tuathan, and through many different lives – ended with the fate of Avalon in your hands alone. Tell me: after all this, do you know the right question? Are you prepared to ask it?"

As you contemplate carefully, memories flood your mind. Hundreds of your incarnations – across time, of all sizes and genders, all imparted with the same guardian spirit of the same color – whisper to you in a single voice. Their collective knowledge leads you to a simple conclusion.

What is your ultimate question?

- **"Whom does the Grail serve?"** – go to Verse 729.

716

You can't sleep – your body and mind are alert, ready for danger. But what danger could it be? In the morning you're more tired than the day before.

Fyul gains 1 and loses 1 . Exploration ends.

718

The Fetch, who was for the moment known as Lancelot, wanders Tuathan for months. Finally, it decides to become a true knight. For all its sentient life, it was a lawful man who tried to help others. Now, it once again takes up the mantle of a noble warrior and leaves Tuathan to help those in need, and perhaps – one day – build a new order of knights, one that will last longer and stand prouder than the Round Table.

If you **have** the **"Decision"** part **3** status, go to Verse 747.

Otherwise, go to Verse 744.

719

At first sight, the menhir seems to be in good condition - you think that you won't have to spend much time here. But you find out that crude attempts to light the statue damaged it almost as severely as the Black Drifter would have done. You begin intricate repairs and rituals. Your work lasts for a long time.

Each Character gains 1 Exp. Gain the **"Carving"** part 2 status. You may travel to another menhir – go to Verse 835, or keep adventuring if you have any unfinished business on the island – Exploration ends.

720

The man opens the door. You pass an unconscious guard and head out of the castle, without encountering anyone on your way. When you're outside, a safe distance from the castle walls, he tells you that you have to go east and then north, to a nearby temple. Inside, there is a chalice - the Grail - that exemplifies all human virtues, and the true meaning of being a human, radiating with power that bends entire realities to its shape

It sounds just like what you need. But claiming the artifact is not all - after that, you'll have to escape this realm of mirages. According to the man, it won't be an easy task, as you'd have to wake up from this place, realizing it's not real. The man bids you farewell and reminds you that he'll be waiting here, in the willow's shade, for your return.

Gain the **"Friends"** part 7 status.

Discard all Locations, then place Location **272** in the middle of the play area, then attach Location **274** to its right edge. Then, attach Location **271** to the upper edge of Location **274**. Move all Characters to Location **272**. Exploration ends.

721

You see... yourself, your pockets full of treasures – you suddenly remember that you looted them from the dead bodies of knights and Fore-dwellers on your way to this place. You also remember the greed that overwhelmed you in the citadel, as you discovered an item of pure radiance; a shining cocoon above the warped throne. You wanted this item so badly. And so, you snatched it.

Go to Verse 800.

722

The Pale Lady doesn't look enthusiastic, but she agrees to help you in the end. "I can't stop you, so I may just as well keep helping your schemes, as stupid as they are. Your arguments are sensible, but I still think that you're wrong. But it's not my problem anymore. After seeing all of this, I just want to rest."

Gain Secret card **30** and place the Fore-dweller model in Location **226**. If you **have** the **"Decision"** part 3 status, go to Verse 734. Otherwise, Exploration ends.

723

Avalon is once again covered in thick wyrdness, but one place in the south resists its influence. A strange entity known as the Allfather, born from human hatred, changes the southern forest to its liking. Fore-dwellers visit the outskirts of these woods and pray for the tormented souls of their kin who will never escape them. The human name of this place, the Bleeding Land, is taken over by the island's new masters.

If you **have** the **"Saved by the Goddess"** status, go to Verse 765.

Otherwise, go to Verse 707.

724

During your travels, you've encountered many unsettling events and witnessed various effects of wyrdness. Still, one thing makes you think - most of this strangeness was inherited from the past. Almost none of it was born recently. And you learned on your own that wyrdness doesn't change people anymore - it's too weak, too dispersed.

In all the stories and legends, wyrdness was the prime agent of change in the world. After only one night, a whole settlement could have transformed, a vast forest could have withered, or a child could have turned into a deadly monster. You haven't heard about anything like this happening in your lifetime - to you, the cold is more dangerous. Could it be that the wyrdness is... dying?

Your mind strays in other directions, exploring topics of interaction between wyrdness and cold, the doubtful truth of the legends, and the differences between humans living in different settlements. Were all humans the same once, but they adapted to varying harsh conditions? Did they really arrive on this island a thousand years ago, or have they lived here forever? Were Fore-dwellers the masters of this island, and not just some monsters that came to life from people's nightmares?

One thing is certain - humanity prevails in this unwelcoming land. Wyrdness isn't much of a danger. The past won't change anything, and you should look toward the future.

If you **don't have** the **"Truth"** part 4 status, each Character gains 2 Exp and loses 2 ; gain the **"Truth"** part 4 status. Exploration ends.

725

After your combined efforts, the horse breaks free from the chains of reality, and its chalk body disappears in the sky. You won't be surprised if you see a new constellation in the sky tonight. You also feel surprisingly calm - as if a kind spirit watched over you.

Remove Location **239** from the game and replace it with Location **259**. Each Party member loses 4 and gains 2 Rep. Gain Secret card **71** and the **"Chalk Horse"** part **5** status.

If you are **Sloan** and you **don't have** the **"Great Deed"** part **1** status, go to Verse 635.

Otherwise, Exploration ends.

726

A woman with a worn sword hanging from her hip approaches you - her eyes are full of desperation that contrasts with her charismatic figure. She tells you her ancestress met an All mother priestess here, hundreds of years ago. This priestess told her that this place, where wyrdness and reality mix, is the only place safe enough for people to live, and should remain occupied as long as people hope to survive on Avalon. The mayor asks you to take part in her speech; she doesn't need anything more from you.

- **Take part in the mayor's speech** – go to Verse 335.
- **Refuse to help** – go to Verse 314.

727

You look for shelves and tomes marked with the cup symbol. There are several bookstands here, all full of thick volumes, scripts, and tablets. After reading dozens of titles, from "The Strange Stone and its Origins" to "Are Menhirs Older than the Fore-dwellers?", you find a "Rites for Enhancing Menhirs' Potency." But it's only a book cover. Its contents are lost! You sit down under the wall to rest a bit before starting a random search through thousands of texts. You are so tired that you fall asleep.

Gain the **"Darkness"** part **4** status.

Put the **Special Event E** on top of the Event Deck. Then, place 3 Random Events on top of the Event Deck.

Go to Verse 740.

728

You watch the wyrdbear ripping the man apart. Why didn't you do anything? All the blood, gore... It also strikes you suddenly that this man knew how to light menhirs! You want to move on, but you can't. Time rushes forward. Small animals eat the remains of the corpse, then it disappears. The menhir is never lit again. The first snow falls... You fall asleep.

Go to Verse 740.

729

The Fisher King smiles beneath his beard and slowly nods.

"So simple a question, isn't it? And the answer is likewise. So, whom does the Grail serve in the end? The kingdom? The gods? The knights and kings of our mortal world?"

Yet again, an answer comes to you effortlessly.

- **"The Grail serves only those who seek it."** – go to Verse 752.

730

The four-armed monster lies dead, wyrdness seeping out of its body and sinking into the leachy ground like thick mist.

Go to Verse 770.

731

As you are moving past the hot springs, a group of people stops you. They ask about rumors of you helping the strange prisoner escape.

If you **have** the **"Liberation"** part **5** status, you use the hunchback's artifact and put them to sleep before they can raise the alarm – Exploration ends.

Otherwise, resolve the special **"Bather Inquiry"** blue Encounter in Verse **563**.

732

You promise to leave her alone. She thanks you and tells you some secrets she learned when she was imprisoned in the Crow's Nest's temple, hundreds of years ago.

Each Party member gains 2 Exp. Exploration ends.

733

If you **have** the **"Carving"** part **2** status, you already did your work. You may travel to another menhir – go to Verse 835, or keep adventuring if you have any unfinished business on the island – Exploration ends.

Otherwise, you may pay 2 and 1 Magic per Character to start carving.

- If you **have** the **"Decision"** part **1** or **5** status, go to Verse 756.
- If you **have** the **"Decision"** part **2** status, go to Verse 719.
- If you **have** the **"Decision"** part **3** status, go to Verse 749.

If you can't pay the cost (or don't want to), Exploration ends.

734

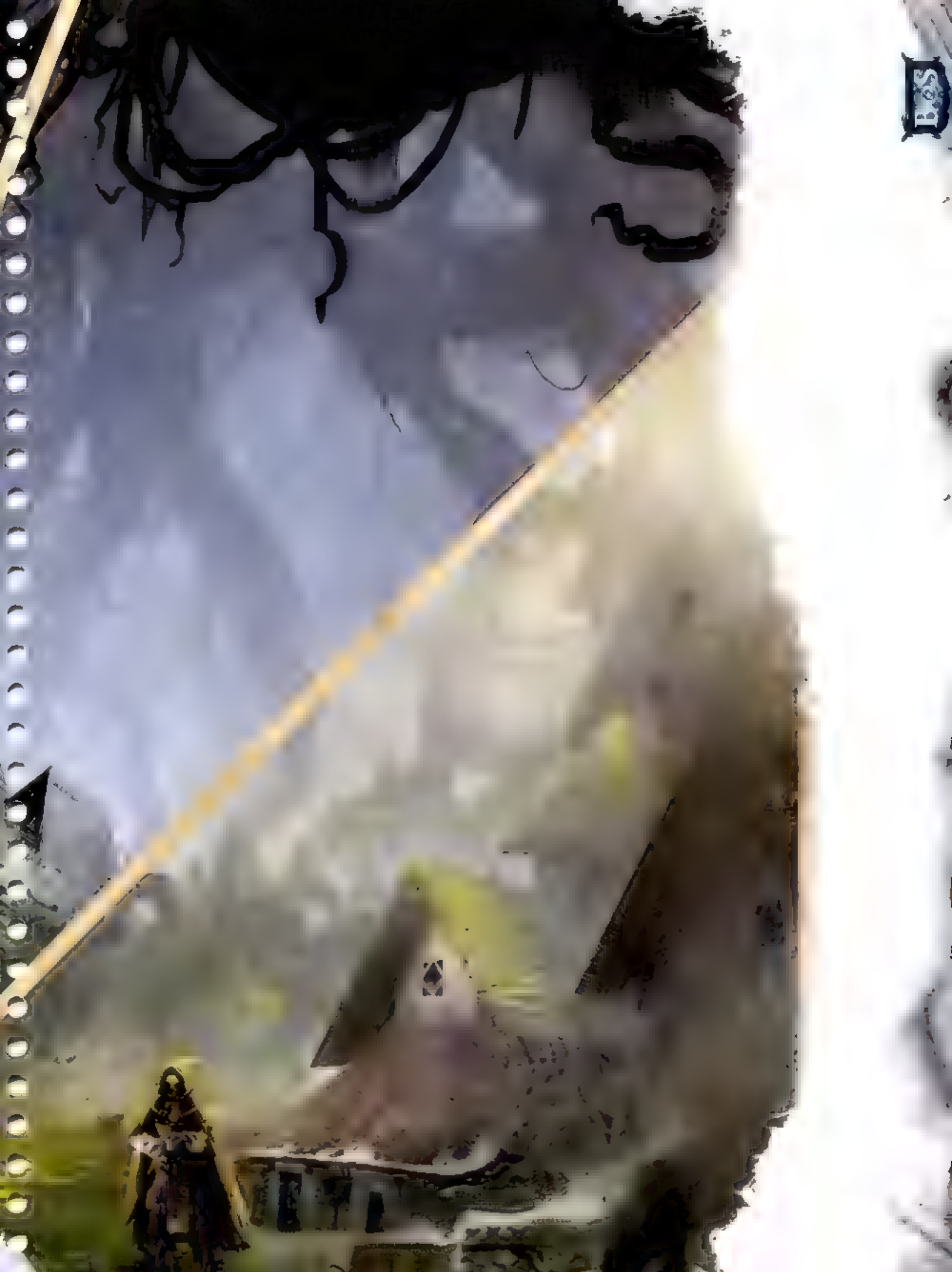
"If you want to destroy what Arthur began..."

She explains how the shifting statue in Tuathan's ruins works, and how to return the island to wyrdness.

Gain the **"Decision"** part **4** status. Exploration ends.

738

- If you **have** the **"Decision"** part **1** status, go to Verse 880.
- If you **have** the **"Decision"** part **2** status, go to Verse 760.
- If you **have** the **"Decision"** part **3** status, go to Verse 773.
- If you **have** the **"Decision"** part **5** status, go to Verse 783.



739

Once again, you search the Archive. First, you try shelves marked with the Grail symbol, but there's no interesting information there. Then, you go through the texts at random, and after many hours of grueling work, for body and mind, you find notes made by Arthur and Nimue, Merlin's apprentice. They describe how they tried to stabilize the menhirs and further develop the Menhir Rites. You combine this knowledge with your experience, and you think that you know what you have to do. And you're surprised that it won't be that challenging.

Gain the **"Decision"** part **4** status. Each Party member loses all [wyrdness], gains 2 [Wisdom], and Passes. Exploration ends.

740

You open your eyes, awoken by unexpected heat. You lie in a damp, green meadow, decayed wooden poles sticking out of the ground all around you. There is no sign of snow or ice! You notice a man kneeling before a menhir's head that protrudes from the ground. He touches the statue, and immediately the atmosphere feels more pleasant, like in the settlements and some sanctuaries you've visited. You call to the man, but he faints from exhaustion. And from the forest, a wyrdbear approaches...

- **Protect him** – go to Verse 761.
- **Don't do anything** – *You don't know what is happening. You must be dreaming.* Go to Verse 728.

741

When you are ready to step into the strange area, a madman appears out of nowhere and grabs you by your shoulders. His breath smells like sweet fruits, contrasting with his otherwise poor state. You push him away, and he starts talking about incredible things – that humanity has fallen, but it also blooms. That Red Death has never existed, but because of it, people came to Avalon and made its creator. And that everyone is dead but living. Suddenly, he screams and runs out into the woods.

Go to Verse 680.

744

After stabilizing the menhirs and killing the Black Drifter, you embark on your last journey through Avalon to teach people how to tend their statues. It's time for everyone to have this crucial knowledge, so that the Menhir Rites are never lost again, as long as humans remain on Avalon.

Hint: If you have Secret cards **90**, **91**, and **92**, your history doesn't end here as someone awaits you in a mysterious land.

Go to Verse 796.

745

You decide that this is the time to begin thinking about Avalon's future and go into the infamous Tuathan.

If you **have** the **"Past"** part **2** status and **don't have** the **"Past"** part **3** status, go to Verse 769.

CONGRATULATIONS! You've completed your current Chapter! Discard all Event cards, including Active Quests. Then, either Save your game or draw a **Chapter 9** Setup card and follow its instructions to begin the next Chapter!

746

You swing the axe. When it connects with the neck, the woman starts screaming so loud your ears begin to bleed. After a moment, the head laughs despite being detached from its body. Not a single drop of blood flows out of the severed neck.

"Are you afraid of a decapitated woman?" she nags you. "Oh, so much fun! I forgot that being murdered is so thrilling!"

Gain Secret card **16**. Each Party member gains 3 [Wisdom] and loses 1 [Courage]. Exploration ends.

747

With each passing day, the wyrdness is getting denser. Avalon is returning to its primal state. You know it means that one day every human on the island will die or change beyond recognition. Still, you believe that's the right decision – from scraps of information you've concluded that human interference with this world disrupted the balance of the entire world. Humans should never take Avalon or try to change it into what it isn't.

You avoid settlements to escape your creeping guilt and go to the Desert Hideout, where your journey started, to spend your last days there.

Hint: If you **have** Secret cards **90**, **91**, and **92**, your history doesn't end here as someone awaits you in a mysterious land.

Go to Verse 796.

748

The Pale Lady looks around frantically. "Something isn't right," she says, gasping as the wyrdness begins to disappear as far as the eye can see. "The ritual wasn't disturbed, the exemplar was perfect... What's happening? Can't you feel this hateful presence?"

Go to Verse 792.

749

Wyrdness isn't welcome in this area, which makes the work on the menhir twice as difficult. Additionally, people from Forest Sanctuary protected themselves against the Black Drifter, so it didn't get to damage the statue. You start working – you create new scratches and wipe some runes away to hinder the menhir's potency, then add new symbols and infuse wyrdstone with intricate hexes. Soon, you notice that some of the symbols start changing on their own – the shifts are almost unnoticeable, but, as time passes, this statue will start creating wyrdness.

Each Character gains 1 Exp. Gain the **"Carving"** part 2 status. You may travel to another menhir – go to Verse 835, or keep adventuring if you have any unfinished business on the island – Exploration ends.

750

Days pass, and you only grow weaker. Your drive to perform heroic deeds fades slowly – in Tuathan, you learned that your power was somehow connected to the wyrdness, so perhaps it's not surprising it begins to disappear as well. You decide to stay in the Weeping Watcher – its inhabitants care for you, but you can see their condition is also getting worse. You can only hope you will all pull through this.

Hint: If you have Secret cards **90**, **91**, and **92**, your history won't end here as someone awaits you in a mysterious land.

If you **have** the **"Dismay"** part **5** status, go to Verse 699.

If you **have** the **"Missions"** part **9** status, go to Verse 714.

Otherwise, go to Verse 796.

752

"A fact it took me all too long to understand," the Fisher King says with a sigh. "The Grail was made to be sought, not to be found. It is a goal to which we strive, but never achieve. You see, a person could have all the riches and happiness of the world yet they would still desire more — the return of a loved one from the dead, a frontier unseen, a new life in a different time, in a different world....

"Humans are not designed to be content with what we have. We desire always what lies beyond the next hill, or around the next bend in the road. And the Grail ... well, it provides us with the ultimate, purest goal."

The morning wind chases away the mists, and the castle on the lake shimmers blindingly like a mirage.

"The first time I stepped into Tuathan, I was sure the Grail was a missing piece of my legend. I thought that if I created one of wyrdness, all would be complete. I was never meant to find the Grail, though — no one is. In my arrogance, I used a primal, dangerous power to obtain that which should remain unobtainable."

As he speaks, you find it hard to focus on his words. Your shoulders feel peculiarly light. The ground beneath your feet seems to dissolve.

"Do not be alarmed," the Fisher King says. "You asked the right question. In very few legends of the Grail there is one capable of doing that. The Grail has accepted you."

As everything dissolves into pure light, you hear the distant final words of the Fisher King of Arthur Pendragon, the Once and Future King.

"Time to begin anew."

Discard all Location cards. Go to Verse 815.

754

You spot a straight scratch on the floor that doesn't look natural. Upon closer inspection, you manage to prize open a hidden trapdoor, leading somewhere below. Once, there was an iron ladder, but it's rusted beyond use. You manage to climb down, anyway – to a tiny room with the body of a frozen priest lying on the ground.

If you **don't have** the **"Hidden Caches"** part **2** status, you find some sacred trinkets beside him – gain 3 Magic and the **"Hidden Caches"** part **2** status.

If you **have** 3 or more , go to Verse 648. Otherwise, Exploration ends.

755

Morrigan leads you to the outskirts of Glimmering Forest, where she casually orders you to murder herself. She hands an axe to you, smiles mockingly, and puts her head on an old log. "Don't keep me waiting," she hurries you.

- **Kill her** – go to Verse 746.
- **Don't do it** – *You can't kill an innocent woman! How ever crazy she is!* Exploration ends.

756

The menhir in Forest Sanctuary is in excellent condition – people from the settlement protected it from the Black Drifter, and the proximity of the mysterious woods kept the wyrdness away. Unfortunately, it's not a good sign, because you have to weaken its coherence before changing its structure. You work for hours, modifying each rune, adding small scratches, and polishing unwanted symbols. Soon, the menhir starts channeling its energy toward Weeping Watcher.

Each Character gains 1 Exp. Gain the **"Carving"** part **2** status. You may travel to another menhir – go to Verse 835, or keep adventuring if you have any unfinished business on the island – Exploration ends.

757

You observe the nest on the water, but it doesn't seem the Black Drifter is there. It must be out, draining menhirs for magic, but it's a good thing – the battle on the lake would be clearly to your disadvantage, and now the beast will be tired after the long flight.

Still, if you don't pose any threat or seem like something tempting, the Black Drifter will probably ignore you. Along with a trap, you have to prepare a magical lure. And when the fight starts, the Drifter won't escape, as it will be protecting its nest. Or at least you think so.

- **Leave** – *You are not ready yet. Maybe you can find some help in friendly settlements?* Exploration ends.
- **Prepare a trap** (pay 3 Magic per Character; this will end your Campaign!) – go to Verse 779.

Hint: If you have any allies on the island, it would be wise to ask them for help.

758

The man tells you that his name is Cisonus. When you don't react, he says that he is a god that should have arrived here earlier, but he was traveling through strange southern lands. He didn't notice that a thousand years have passed. Now that you are the only one that he could be a patron of, he will give you his blessing. You feel a strange, immense power emanating from Cisonus, as he touches your head. Then, he leaves this place so fast you lose sight of him after a few heartbeats.

Gain the **"Friends"** part 8 status. Each Character gains 2 Exp, restores all and , and loses all . Exploration ends.

759

The ritual is complete. The magic gathered in the Black Drifter's blood enhances its effect, and the wyrdness is visibly pushed away. Soon, it will disappear from the whole island.

"At last, I did it," the Pale Lady says. "I may now rest in peace." She tries to smile, but she winces instead, as the pain overwhelms her.

Go to Verse 792.

760

Menhirs protect the island once again, drawing the line between the human world and wyrdness. Wandering storytellers take responsibility for teaching people about the maintenance and importance of the statues.

Later, trade blooms again, as people tentatively start to travel Avalon as they did in the old days. The communities, separated for centuries, are often very different, but it doesn't force them apart – they exchange information and make progress based on it. Life on Avalon is not perfect – it's harsh and demanding, but, at least, it goes on.

Go to Verse 900

761

You approach the wyrdbear, which runs away startled. That's strange behavior... And it strikes you again – the air is warm, and there is no snow. Many trees have leaves, mainly brown and yellow, but you also see splashes of green. Where are you? You set a makeshift camp near the unconscious man and wait for him to wake up.

Go to Verse 780.

765

The cost of miraculous salvations that happened to you on your journey from the white deserts to the lair of the Black Drifter was high. A whole village died because of a simple disease in a distant land. A child lost her mother, who bled out from a shallow wound. A desperate couple never became parents. None of this would have happened if the Allmother had the time and power to answer their prayers - but she was too occupied keeping you alive.

Suggestion: We suggest you should cross out or destroy your Save Sheet. Only achievements made without any help should be carried over to the next campaigns!

Go to Verse 707.

769

You are excited and terrified. You, Niamh, will finally be able to understand your fate and decide if you should put an end to your miserable life or redeem yourself in some way.

CONGRATULATIONS! You've completed your current Chapter! Discard all Event cards, including Active Quests. Then, either Save your game or draw a **Chapter 9** Setup card and follow its instructions to begin the next Chapter!

770

You return to your post. You're so concentrated on the surroundings, looking for anything that could interrupt the ritual, you don't notice the cloud of wyrdness behind your back suddenly expands and engulfs you. You feel like falling, as the landscape around you shifts erratically.

When your vision stabilizes again, you see a hulk of a man clad in enormous armor standing inside a whirlwind of wyrdness, similar to the one that surrounded the Pale Lady. He rests upon a blade, driven into the ground, his eyes closed, his face a mask of utmost focus.

To the side, a wild battle takes place, some people you barely see facing a flickering creature with countless arms and eyes. In the meantime, the man you now recognize as Arthur begins to shape the torrent of wyrdness. Giant foundations emerge from nothingness around the king, and upon them, giant walls. A room is formed, and on its floor, a circular platform rises up, surrounded by pylons of wyrdness taking the shape of knights.

What is this madness? Is the king trying to shape a round table out of wyrdness?

Arthur twitches. He's exhausted, in pain, and quickly losing focus. The citadel begins to skew, stones running like tar. The unfinished table falls to the floor, turning into a round pit. Something red boils deep down. The statues begin to warp, and you see several barely visible clouds of color escaping them, and float towards people who have just entered the stillborn citadel, looking for their king.

If you are **Niamh** and you **don't have** the **"Past"** part **3** status, go to Verse 721. Otherwise, go to Verse 800.

771

Reworking the menhir is difficult, because it was damaged by frequent assaults by the Black Drifter. Many parts of the statue are missing, and you almost can't feel its magic. But in the end, the once forgotten knowledge about menhirs and the wisdom of the Pale Lady were enough for you to change the menhir to a magic relay.

Each Character gains 1 Exp. Gain the **"Carving"** part **3** status. You may travel to another menhir – go to Verse 835, or keep adventuring if you have any unfinished business on the island – Exploration ends.

773

Avalon is once again a mysterious land covered in boiling mists. Small groups of Fore-dweller survivors leave their hideouts and start harnessing the power of wyrdness to rebuild Tuathan, and everything humans destroyed with it.

Far, far away, beyond the ever-changing seas, in the lands ravaged by the plague, a ragged and brutish group of survivors that lived through a millennium of apocalypse, quickly learn that something has changed. A supernatural calamity that has been plaguing them ever since Avalon was disturbed, appeared to be subsiding without any clear reason.

Go to Verse 900

777

Ghostly figures clad in ethereal armor surround you and accuse you of being a wyrdspawn. They sense dark powers dwelling in your bodies, and by the power invested in them by Arthur, they sentence you to death.

Resolve the special **"Ethereal Prosecutors"** blue Encounter in Verse **610**.

779

You prepare a lure from your magical trinkets and let their power leak slowly into the air. Around them, you prepare the best trap you could think of - using your cunning, knowledge of the Black Drifter's powers, and terrain advantage. When everything is ready, you have nothing else to do but wait.

Your short rest is interrupted by the sound of wings - you look at the red tinted sky and see the dark silhouette of your well known enemy. You observe from your hiding, as it changes its course to land on your trap. Nets fall on its wings, spears and hooks impale its body, and intricate runes sap its magic. You charge at the beast, determined to end it once and for all.

Resolve the special **"Trapped Black Drifter"** purple Encounter in Verse **671**.

780

Discard the **"Leaking Magic"** Secret card (**24**). Place 2 Random Events on top of the Event Deck.

Discard all Location cards from the play area. Find Locations **115**, **117**, **140**, **142**, **157**, and **190** from The Fall of Avalon campaign. Place Location **140** in the middle of the play area and attach Locations **157** and **117** to it. Place a Menhir model and all Character models on Location **140**. Set the Menhir Dial to **4** (1-2 players) or **3** (3-4 players).

If you don't remember the Menhir rules, check the Rulebook (p. 10-11).

Each Character Passes. After the Start of the Day, go to Verse 795.

781

The menhir is in awful condition. The Black Drifter is a frequent visitor here, and the statue is severely damaged. You have to rework some parts, repair almost everything, and sometimes even make new elements. You are carving for a very long time, but in the end, you're done. It will take some time, but the menhir will work as it was working a thousand years ago. At least, you hope so.

Each Character gains 1 Exp. Gain the **"Carving"** part **3** status. You may travel to another menhir – go to Verse 835, or keep adventuring if you have any unfinished business on the island – Exploration ends.

782

The priestesses look alive, but they don't move or even breathe This chamber is imposing – overwhelming and beautiful at the same time. It's not a place for you, and you don't know what to do with yourself

If you **don't have** the **"Mysteries and Visions"** part **8** status, each Party member gains 1 Exp and loses 2 [illegible], gain the **"Mysteries and Visions"** part **8** status. Exploration ends.

783

Humans prevail on Avalon – at least those who are the least influenced by wyrdness. The Allfather's inquisition performs a second, even more cruel culling, getting rid of everyone who does not share their faith. With the herd trimmed down to include only faithful, humanity begins to rebuild - large cities grow on the wyrdness-free island, with their main purpose of worshiping the Allfather. People are safe and ready to prosper. But are they free?

Go to Verse 900.

789

The Keeper of Secrets grows above and below Tuathan. Over time, it gets so enormous that it can be seen from every corner of Avalon. Its presence is intimidating, but it never extends its tendrils beyond the city's walls. Yet, no one who tries entering Tuathan ever comes back. The inhabitants of the island live in constant fear of enraging the Keeper.

If you **have** the **"Chalk Horse"** part **5** status, go to Verse 840.

If you **have** the **"Cracked Sanctuary"** part **7** status, go to Verse 817.

Otherwise, go to Verse 860.

790

Resolve the special **"Morrigan's Head"** blue Encounter in Verse **805**.

791

Morrigan is delighted. It has been around one hundred years since someone has out-talked her. Suddenly, she stops smiling and tells you she doesn't want to return to her body - sitting on that damned rock is too boring. In hindsight, traveling and meeting people seems much more entertaining. Still, you've earned your prize - and if you insist, she will allow you to take her head, though under one condition: she wasn't murdered for a very long time, so you'll have to chop off her head yourself. Or you may leave her here, and she will share some of her knowledge in return.

Gain the **"Missions"** part **8** status.

- **Kill the woman and take her head** – go to Verse 755.
- **Promise not to bother her** – go to Verse 732.

792

Soon after the ritual, the Pale Lady falls to the ground. It seems that she's suffocating, as if she can't live in a place completely devoid of wyrdness. She tries to tell you one last thing, but she dies in your arms, unable to utter a single word. You give her a burial worthy of a true champion of humanity, and as her body is laid to rest, you shed a tear - not only for the Lady, but also for all other things that will soon have to go away.

Wyrdness disperses quickly – at first, this brings joy to all human settlements. Then, many people discover that they start to get sick and wither. The culling begins, and those who were too far gone, and too changed by wyrdness, have to disappear with it

If you **have** the **"Friends"** part **8** status, go to Verse 813.

Otherwise, go to Verse 750.

794

With the Moonring rotating in the sky once again, the cycle of nature and the seasons of the year hesitantly came back to Avalon.

Go to Verse 738.

795

The man, Oisin as he introduces himself, awakes at dawn, surprised that he's still alive. He thanks you for your help, but tells you that he doesn't have time to spare. He has to go back to Kamelot. He's still weak because he used up too much of his life force the day before. He asks you for aid in reaching the citadel – you agree, as you don't have any idea what is going on, and maybe getting back to the castle will help you somehow. Also, he cautions you against wandering to the east, because strange beasts live by the sea.

Gain the **"Delusion"** Secret card (70). Each Character discards their Exposure Marker. Don't use the Exploration Journal from The Fall of Avalon campaign! When you Explore any of these Locations go to the Delusion Exploration Journal (270) – it's a Location entry, not a Verse in the Book of Secrets. Also, ignore the lightning symbol ↯ when Traveling to Locations.

Exploration ends

New Quest: Escort Oisin to Kamelot, northeast from here

796

If you **have** the **"Keeper"** part 2 status, go to Verse 789.

If you **have** the **"Chalk Horse"** part 5 status, go to Verse 840.

If you **have** the **"Cracked Sanctuary"** part 7 status, go to Verse 817.

Otherwise, go to Verse 860.

799

If you **have** the **"Decision"** part 2 or 3 status, go to Verse 810.

Otherwise, go to Verse 710.

800

The strange heroes who somehow feel familiar run into the chamber of the failed Round Table. Your vision jerks violently. The next thing you see is the broken king, looking upon his work: a castle in the heart of Tuathan, in the exact same spot you're in now, hanging upside down and malformed; a twisted caricature of Kamelot.

Go to Verse 801.

801

Visions of the past fade away as the wyrdness dissipates. The castle is gone, and the Pale Lady, who stands in its place, shrieks loudly. Before her lies a gruesome monster, its face is changing abruptly. Sharp claws replace fingers, armor on its back turns into pale skin.

The Pale Lady comes to her senses and tells you that the thing is in fact Lancelot. A damned fetch – a devious, shapeshifting monster that must have taken the knight's place a very long time ago and deluded itself into thinking it was the real Lancelot! It has some memories of the knight and his world, but it is nevertheless a creature of wyrdness. It won't do as the perfect specimen of the human reality. The Pale Lady curses herself – how could she not see this before dragging you all the way here?

You, on the other hand, can't help but feel pity for your former companion. On its shifting face, you see more than just physical pain. The would be Lancelot suffers from learning the truth about itself no less than the Pale Lady does.

If you **have** the **"Horrors"** part I status, go to Verse 820. Otherwise, go to Verse 709.

805

If you lose – Exploration ends.

If you win – go to Verse 791.

810

The Black Drifter lies on the shore, its dark blood tainting the crystal-clear water. You want to celebrate this victory, but you can't – you're sad you've killed a being who fundamentally wasn't that different from you. The Drifter was also scared of wyrdness, doing everything it could to run away from it. And for this - it was killed. You look at the water and think about your own uncertain future. What will you do now?

If you **have** the **"Decision"** part **3** status, go to Verse 821.

If you **have** the **"Dismay"** part **5** status, go to Verse 718.

Otherwise, go to Verse 744

811

You find the old singer without a problem – her distinct voice and her unwonted appearance are quite famous in this settlement. When you speak the name Morrigan, her tattooed face contorts with fury. "Leave. Now!" she shouts, her voice full of sinister tones.

- **Leave her** – Exploration ends
- **Convince her to talk** – go to Verse 790.

812

If you **have** the **"Carving"** part **3** status, you already did your work. You may travel to another menhir – go to Verse 835, or keep adventuring if you have any unfinished business on the island – Exploration ends.

If there is no Time Token on this Location, an enormous monster with black wings sits atop the menhir. You may face it – place a Time Token on this Location and go to Verse 888; or you may leave – Exploration ends.

Otherwise, you may pay 2 and 2 Magic per Character to start carving:

- if you have the **"Decision"** part **1** or **5** status, go to Verse 771.
- if you have the **"Decision"** part **2** status, go to Verse 781.
- if you have the **"Decision"** part **3** status, go to Verse 830.

If you can't pay the cost (or don't want to), Exploration ends.

813

Days pass, and you only grow weaker. Your drive to perform heroic deeds fades slowly – in Tuathan, you learned that your power was somehow connected to the wyrdness, so perhaps it's not surprising it begins to disappear as well.

When you feel that your time has come, a tall figure appears before you – Cisonus. He tells you that he won't allow you to die – not after everything you did to save the human race. He also informs you that you are no longer needed on Avalon.

You don't remember what happened next, but you wake up in a soft bed next to a window that overlooks a clear lake. Looking at its calm surface, you wonder what happened in Avalon after your departure.

Hint: If you have Secret cards **90**, **91**, and **92**, your history doesn't end here as someone awaits you in a mysterious land.

If you **have** the **"Dismay"** part **5** status, go to Verse 699.

If you **have** the **"Missions"** part **9** status, go to Verse 714.

Otherwise, go to Verse 796.

815

As the blinding light subsides, new roads spring into existence before your eyes, overlaid atop one another like panes of glass. You feel you only must focus on one to bring it to fruition.

Wherever the radiant light of the Grail reaches, you may now travel, your name ingrained in one of the variations of this primal myth. The promise of countless journeys spurs your heart to beat faster.

Still, there's something you must leave behind. The guardian spirit Arthur unknowingly conjured out of wyrdness to protect his Avalon, reborn in countless bodies over a millennium, may never leave the island. You say your farewell as it fades from you, a cloud of unrecognizable color that dulls to gray.

"Time to begin anew," Arthur told you. Your spirit feels lighter, your feet unladen. You have no destiny. You have no part in any grand design – just a wandering soul on a trail. Without hesitation, you whistle an old tune and take your first step.

This time, a simple **"Congratulations!"** is not enough. You have successfully completed all three campaigns of Tainted Grail and found a hidden path. As the developers of this game, we bow before your dedication, and we wholeheartedly thank you for exploring every dark corner of Avalon with us.

Go to Verse 901.

817

After many months of traveling through impossible worlds, a group of emaciated people from Forest Sanctuary emerges from the forest and stops before a white castle on a lake.

Go to Verse 860.

818

You can't reach your boat in time – the black beast lands in the nest, tossing you away like a pebble. You fall into the water, where you are vulnerable to the Black Drifter's attacks. What's worse, you can't swim well. The monster hurts you severely, but fortunately, it is content with draining all of your magic, so it doesn't kill you.

Each Party member gains 1, loses 3 and all Magic. Exploration ends.

819

You collapse on the ground, and the last thing you remember is a soft embrace. When you wake up, you are lying on cold moss with a hazy memory of something vast, radiant, and warm. Something similar, but infinitely smaller lies beside you. You open your eyes and notice a beautiful, golden chalice standing on a stump.

Each Character restores all and , and loses all Gain Secret card 1.

Congratulations! You've completed your current Chapter. Discard all Event cards, including Active Quests. Then, either Save your game or draw a **Chapter 13** Setup card and follow its instructions to begin the next Chapter!

820

Enraged beyond measure, the Pale Lady raises her armored foot and, with a single stomp, crushes the fetch's head. She doesn't say anything, just turns around and wanders off

Before you depart, you say a short prayer for the unfortunate creature. Even if its edifice was fake, it was a good and trustworthy companion in the long journey that led you to this place.

Go to Verse 628.

821

After a moment of rest, you repair one of the boats and push it onto the lake. You ride toward the island – the nest of the Black Drifter. It's full of bones, worthless trinkets, and other clutter. You climb into it and close your eyes, trying to locate anything that could still disrupt wyrdness. It's precisely under the nest - after a closer inspection, you find a working menhir underwater. You take some time to prepare yourself and dive to finish your work. You're not a great swimmer, as any other person on Avalon, but after diving several times, you succeed in remodeling the last menhir.

If you **have** the **"Dismay"** part **5** status, go to Verse 718.

Otherwise, go to Verse 747.

825

As for you, there was one more thing you needed to settle, after everything else was done.

Join Secret cards **90**, **91**, and **92** together. Decode the Secret number they create and go there

829

Morrigan is proud of her children – the ability to speak with their goddess face to face slowly made them more human. Soon, they change into a tribe of brave warriors, instead of mindless predators.

If you **have** the **"Saved by the Goddess"** status, go to Verse 765.

Otherwise, go to Verse 707.

830

The menhir's damage makes your work harder as you have trouble finding a surface suitable for carving new symbols. However, you've been through so many hardships already, this new task is far from daunting. Soon, new runes start slowly changing and sinking into crevices in the wyrdstone. The area darkens, but you're sure it's just your imagination – the menhir still works like before, but it will be slowly transformed into the thing you saw in Tuathan.

Each Character gains 1 Exp. Gain the **"Carving"** part **3** status. You may travel to another menhir – go to Verse 835, or keep adventuring if you have any unfinished business on the island – Exploration ends.

835

You have visited every corner of this ice-bound island and traveled its rough paths for a long time. Going between well-known areas won't be a problem at all.

If you want to keep adventuring – Exploration ends. Otherwise, discard all Locations from the play area, then travel to:

- Menhir Meadow, now called Eye of the Void – place Location **273** in the middle of the play area. Move all Characters (and the Fore-dweller model if you have the **"Fore-dweller Ally"** Secret card) to Location **273**.
- Weeping Watcher – place Location **246** in the middle of the play area. Move all Characters (and the Fore-dweller model if you have the **"Fore-dweller Ally"** Secret card) to Location **246**.
- Forest Sanctuary – place Location **238** (or **258** if it was removed from the game) in the middle of the play area. Move all Characters (and the Fore-dweller model if you have the **"Fore-dweller Ally"** Secret card) to Location **238**.
- Caustic Meadow – place Location **266** in the middle of the play area. Move all Characters (and the Fore-dweller model if you have the **"Fore-dweller Ally"** Secret card) to Location **266**.

Then, each Character Passes. Exploration ends.

840

The Chalk Mare, also known as White Steed or simply Pale Horse, quickly gathers new believers all around Avalon. The adolescent deity cares about her followers, helps travelers, and offers insights to those willing to listen. With many gods of old dead or forgotten, it is reassuring to have a new god that close.

If you **have** the **"Cracked Sanctuary"** part **7** status, go to Verse 817.

Otherwise, go to Verse 860.

860

If you **have** the **"Missions"** part **9** status AND have the **"Decision"** part **2** status, go to Verse 829.

If you **have** the **"Gifts"** part **2** status AND have the **"Decision"** part **3** status, go to Verse 723.

If you **have** the **"Saved by the Goddess"** status, go to Verse 765.

Otherwise, go to Verse 707.

880

Humans prevail on Avalon – at least those who are the least influenced by wyrdness. There aren't many of those, but for them Avalon becomes a safer place, devoid of its most dangerous beasts, and the wyrdness itself. It takes many hundreds of years, but eventually, humanity flourishes – with cities, castles, religions, and legends from the past. Most of these legends happen to be about lowborn heroes, saving their kin in past ages of calamities.

Go to Verse 900.

888

The Black Drifter dives at you from the sky. You feel the magic hoarded in your artifacts and your body start floating away. The beast isn't interested in fighting you – it only wants your power. But if you attack it, it will retaliate.

Resolve the special **"Black Drifter"** purple Encounter at the edge of this page.

Special rules:

You cannot Escape during this Encounter.

At the beginning of the Encounter, each Party member places all of their Magic near their Character Board in a Stolen Magic pile – they can't use it in any way during this Encounter.

Each Party member gathers markers in their own Combat Pools.

Skip Step 3 – Enemy Attack in the Character Activation Phase. Instead, the Black Drifter Attacks all Party members at the beginning of the End Turn Phase – choose the Attack for each Party member based on their personal Combat Pool. Then, Black Drifter Runs Away. The Combat lasts only 1 turn!

After the Encounter, each Party member retains 1 Magic from their Stolen Magic pile for each 3 markers in their Combat Pools. Discard the remaining Magic.

If none of the Party members have 15 markers in their Combat Pool, discard the Menhir Dial or markers from Menhir's base.

If **Sloan** has at least 15 markers in his Combat Pool and you **don't have** the **"Great Deed"** part **2** status, go to Verse 263.

After the Encounter, choose one:

- **Explore the Location you're on for free.**
- **Exploration ends.**

900

If you **have** Secret cards **90**, **91**, and **92**, go to Verse 825. Otherwise, go to Verse 901.

BoS

Thank you for playing!

Tainted Grail: The Last Knight Campaign

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Remember to **keep your Save Sheet!** The Age of Legends campaign will read its statuses to import the choices you made throughout The Last Knight.

If you enjoyed your journeys through Avalon, please share your experiences with us and other players, and rate it online, helping it grow and reach more Travelers. And keep your donkey and your Wayfarer's Leaves ready– it may not be the last time you Explore...

Go to Verse 1.